

Blue Cloud ຄູ່ຄູ່2 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	766	---	---
2	2800	766	---	---
3	8400	776	6--	---
4	16800	776	6--	---
5	28000	877	66-	---
6	42000	877	66-	---
7	56000	887	766	---
8	84000	887	766	---
9	112000	988	776	6--
10	140000	988	776	6--
11	168000	998	877	66-
12	196000	998	877	66-
13	224000	A99	887	766
14	252000	A99	887	766
15	280000	AA9	988	776
16	308000	AA9	988	776
17	336000	BAA	998	877
18	364000	BAA	998	877
19	392000	BBA	A99	887
20	420000	BBA	A99	887
21	448000	CBB	AA9	988
22	476000	CBB	AA9	988
23	504000	CCB	BAA	998
24	532000	CCB	BAA	998
25	560000	DCC	BBA	A99
26	588000	DCC	BBA	A99
27	616000	DDC	CBB	AA9
28	644000	DDC	CBB	AA9
29	672000	EDD	CCB	BAA
30	700000	EDD	CCB	BAA
31	728000	EED	DCC	BBA
32	756000	EED	DCC	BBA
33	784000	FEE	DDC	CBB
34	812000	FEE	DDC	CBB
35	840000	FFE	EDD	CCB
36	868000	FFE	EDD	CCB

Requisites: Str 118, Chr 31, HNCL 27
Alignment: CN
HD/level: 19d65
Weapon Prof.: 15+level
To Hit Table: 3xFtr0
Saves: & War
Reference: RDM
Groups: Internet, Concordant(x2)
Complexity: CF=5

See [Q8] for Psi8 rules and powers.
 Specialization, MTG Blue School
 You have +1 Kit.
 Level 1: Barbarian Con bonus; i.e. bonus is (Con-14)*2.
 Level 1: Barbarian Con bonus; i.e. bonus is (Con-14)*2.
 Level 1: +2 Con per level. This bonus cannot be used to qualify for the Troll0 class itself, and you can't 2 for 1 trade it away.
 Level 1: Immune from being sent to "The Source".
 Level 9: Extra Barbarian Con bonus; i.e. bonus is (Con-16)*5/2, round down.
 Level 18: Super Barbarian Con bonus; i.e. bonus is (Con-18)*3.
Known Spells:
 Universal Max (SL=N): Wizard Wish N-2 (min SL1).
 Imperio, the Imperius Curse (SL=10): Thrall a target; CCL saves, choose worst.
 I Know All, I See All (SL=11): +1OppF only for monster's side of combat.
 I Delight in Your Convulsions (SL=12): CCL*30 Vile Grave dmg (one group). You heal (above max) all dmg dealt.
 Choose Your Champion (SL=13): You and one enemy can affect each other this round.
 Cosmic Consciousness(SL=14): You sense everything (immune Dust, Mirage Arcana, Displacement, etc.)
 Imprison This Insolent Wretch (SL=15): Timestop one target until someone attacks that target.
 Shangri-La Spell (SL=16): Immune Demigod Twilightting.
 Cleansing Fire (SL=17): Slay CCL groups of targets (no save)
 Cosmic Nullification(SL=18): Pick an N<=6. Immune to Nth level Concordant effects

The Third Destruction Lancer of Chaos3 RDM

Level	KXP	Psionics		Requisites:
		SUV	WXY	Dex 28, Int 124, HNCL 27
1	0	65-	---	Alignment: any S (Overwrite to all other classes)
2	2000	65-	---	HD/level: 8d60
3	6000	66-	---	Weapon Prof.: 20+level
4	12000	765	---	To Hit Table: 2xWiz
5	20000	765	---	Saves: Wiz
6	30000	765	---	Reference: RDM
7	40000	775	---	Groups: Overt, Concordant(x2)
8	60000	876	---	Complexity: CF=5
9	80000	876	---	
10	100000	876	---	Weapon Specialization uses "Spec Barbarian" line for number of attacks.
11	120000	886	5--	+1 S action only usable in segment 3.
12	140000	987	5--	You have +1 Feat.
13	160000	987	5--	Level 1: 1M: Drain all changes from an item. If it was your item, do N*2 dmg to one target (N=# charges)
14	180000	987	5--	Level 1: All Munchkins know a language called the Munchkins' Can.
15	200000	997	6--	Level 1: Free GGL (Specialty God) pick in a god that has a Str or Dex requirement.
16	220000	A98	6--	Level 1: 0, 1/r: Ignore someone else's immunity to Law for this segment.
17	240000	A98	6--	Level 1: Can "Barbarian Smash" artifacts and items (destroy for XP).
18	260000	A98	6--	Level 1: 1M: Drain all changes from an item. If it was your item, do N*2 dmg to one target (N=# charges)
19	280000	AA8	7--	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.
20	300000	BA9	75-	
21	320000	BA9	75-	Level 3:,6:,9:,ect: 1bX, 1/d: Redirect all damage from one target to you for lvl rds.
22	340000	BA9	75-	Level 5: Time/Reality Stability. (...I exist outside the confines of time and space...)
23	360000	BB9	85-	Known Powers
24	380000	CBA	86-	The One on the Right is on the Left (SL=N): Summon an angel & devil of DL SL-1.
25	400000	CBA	86-	[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)
26	420000	CBA	86-	Force Throw (SL=11): Knockback CCL/2 miles.
27	440000	CCA	96-	Force Sense (SL=11): ESP for the force CCL miles and if light or dark.
28	460000	DCB	97-	Pugnacious(SL=14): DR(all types) is doubled
29	480000	DCB	97-	Force Lightning (SL=14): 5^CCL force lightning dmg (no resist). May divide by 10,000 to make into idmg.
30	500000	DCB	97-	Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.
31	520000	DDB	A75	Force Control Pain (SL=17): iDT 50-CCL.
32	540000	EDC	A85	Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.
33	560000	EDC	A85	Force Levitation (SL=20): Telekinesis Levitation X=X million pounds.
34	580000	EDC	A85	
35	600000	EEC	B86	
36	620000	FED	B96	

Black Meleer of the Rose1JG RDM

Level	KXP	Spells			Requisites:
		ABC	DEF	GHI	Str 123, HNCL 27
1	0	655	---	---	Alignment: JG
2	2100	655	---	---	HD/level: & 9d35
3	6300	665	5--	---	Weapon Prof.: & 20+level/2
4	12600	665	5--	---	To Hit Table: 2xM-U0
5	21000	766	55-	---	Saves: CTD0
6	31500	766	55-	---	Reference: RDM
7	42000	776	655	---	Groups: Warrior, Concordant(x2)
8	63000	776	655	---	Complexity: CF=5
9	84000	877	665	5--	
10	105000	877	665	5--	Can weapon specialize using 2*LVL on the Barbarian column.
11	126000	887	766	55-	Overwrite HD/level with & 1d160
12	147000	887	766	55-	PSPs = (Str+Con)*Level.
13	168000	988	776	655	Gets Barbarian Con.
14	189000	988	776	655	Specialization, MTG Black School
15	210000	998	877	665	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
16	231000	998	877	665	Level 1: +30 Str, +20 Con, +2 size Categories.
17	252000	A99	887	766	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.
18	273000	A99	887	766	Level 3: Add a school or sphere.
19	294000	AA9	988	776	Level 6: +1 QP action.
20	315000	AA9	988	776	Level 8: Can repair magical armor and weapons, even from non-physical sources (drained, disenchanting, etc.). Disintegrated items *can* be restored if you are at the location where the item was disintegrated.
21	336000	BAA	998	877	Level 9: Full reset of F actions: Target gains 1 weapon or nonweapon proficiency permanently. You may target yourself.
22	357000	BAA	998	877	Level 18: If your Wis is at least 40, you may parry each attack three times (reducing damage by thrice your attack bonus).
23	378000	BBA	A99	887	Level 24: If you need a 2 or less to hit a target, you may attack it three times for each attack.
24	399000	BBA	A99	887	Known Spells:
25	420000	CBB	AA9	988	Tossed Salad(SL=N): Two targets grouped and paralyzed SL segments.
26	441000	CBB	AA9	988	THETAN TRANCENDANCE (SL = 10): Ignore body of followers requirement and +9HNCL for False God class.
27	462000	CCB	BAA	998	Force Throw (SL=11): Knockback CCL/2 miles.
28	483000	CCB	BAA	998	Unyielding Damage Reduction(SL=12): Any corporeal opponent striking you in melee but not penetrating your damage reduction suffers the difference in damage.
29	504000	DCC	BBA	A99	Shangri-La Spell (SL=13): Immune Concordant Twilighting.
30	525000	DCC	BBA	A99	Time Dilation(SL=14): Can use 2X actions per segment (if you have them)
31	546000	DDC	CBB	AA9	Shangri-La Spell (SL=15): Pixilate a creature (no save, XR to resist)
32	567000	DDC	CBB	AA9	Plots That Span Centuries (SL=16): The next Scheme you cast, cast 3 different schemes instead other than this scheme.
33	588000	EDD	CCB	BAA	Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously
34	609000	EDD	CCB	BAA	Omnific Architect(SL=18): Creation times for items you create is instantaneous
35	630000	EED	DCC	BBA	
36	651000	EED	DCC	BBA	

Hero Pariah(Anti-Lich) RDM

Level	KXP	Psionics
		SUV WXY
1	0	54- ---
2	1800	54- ---
3	5400	55- ---
4	10800	654 ---
5	18000	654 ---
6	27000	654 ---
7	36000	664 ---
8	54000	765 ---
9	72000	765 ---
10	90000	765 ---
11	108000	775 4--
12	126000	876 4--
13	144000	876 4--
14	162000	876 4--
15	180000	886 5--
16	198000	987 5--
17	216000	987 5--
18	234000	987 5--
19	252000	997 6--
20	270000	A98 64-
21	288000	A98 64-
22	306000	A98 64-
23	324000	AA8 74-
24	342000	BA9 75-
25	360000	BA9 75-
26	378000	BA9 75-
27	396000	BB9 85-
28	414000	CBA 86-
29	432000	CBA 86-
30	450000	CBA 86-
31	468000	CCA 964
32	486000	DCB 974
33	504000	DCB 974
34	522000	DCB 974
35	540000	DDB A75
36	558000	EDC A85

Requisites: Chr 118, HNCL 18
Alignment: JG
HD/level: 12d20
Weapon Prof.: 9+level/2
To Hit Table: & Rog
Saves: 2xM-U0
Reference: RDM
Groups: Concordant, Concordant(x2)
Complexity: CF=5

+1 Feat per level.

Can use 2M actions per segment.

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

Level 1: 1/reset: The DM rolls a new choice for up to LVL CSL's of your Concordant spell slots. For each spell slot, you can choose to keep what you had, or switch over to the new spell.

Known Powers

Stations of the Cross (SL=N): One target suffers a status effect of SEL=N.

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

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

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

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

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

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

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

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

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

Sage RDM

Level	KXP	Spells			Requisites:	Con 124, Int 30, HNCL 27
		ABC	DEF	GHI		
1	0	544	---	---	HD/level:	& 17d60
2	2600	544	---	---	Weapon Prof.:	& 11+level/2
3	7800	554	4--	---	To Hit Table:	3xMon
4	15600	554	4--	---	Saves:	Wiz
5	26000	655	44-	---	Reference:	RDM
6	39000	655	44-	---	Groups:	Wizard, Concordant(x2)
7	52000	665	544	---	Complexity:	CF=5
8	78000	665	544	---		
9	104000	766	554	4--		
10	130000	766	554	4--	Channeling.	
11	156000	776	655	44-	Knows Sith Lord Powers. Gets PSP's = CCL*1000.	
12	182000	776	655	44-	School robe (-1 SL) in Conjuraton/Summoning	
13	208000	877	665	544	School robe (-1 SL) in Abjuration	
14	234000	877	665	544	Level 1: Total HD is 6d12.	
15	260000	887	766	554	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	286000	887	766	554	Level 1: Continuous Undetectable Alignment and Disguise Self.	
17	312000	988	776	655	Level 2:,6:,10:,ect: 1X, 1/d: iKnock.	
18	338000	988	776	655	Level 4: All your X0.13 (Pinpoint X13) and Breaker spells cost 0 actions (limit = CCL/r).	
19	364000	998	877	665	Level 4:,10:,16:,ect: 1X, 1/d: May shut off portals within 5*level ft.	
20	390000	998	877	665	Level 5: Can convert 3M -> 1 OppM	
21	416000	A99	887	766	Known Spells:	
22	442000	A99	887	766	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).	
23	468000	AA9	988	776	Improved Toughness (S)(SL=10): You gain an additional hit point per hit die	
24	494000	AA9	988	776	Only Blood Ends Your Nightmares (SL=11): Each enemy sacrifices a subordinate (one group) or loses CCL*2 SL's.	
25	520000	BAA	998	877	Dragon Companion(SL=12): Gain a dragon companion (Animal Companion with 1/5 your XP instead of 1/10)	
26	546000	BAA	998	877	Embrace My Diabolical Vision (SL=13): Reset you and one group. That group only gets back 4 SL's.	
27	572000	BBA	A99	887	Living Planet Spell (SL=14): Add you current hp to your AC. (Dragon Armoring).	
28	598000	BBA	A99	887	Imprison This Insolent Wretch (SL=15): Timestop one target until someone attacks that target.	
29	624000	CBB	AA9	988	Introductions Are in Order (SL=16): Summon a DL CCL creature you control and understand (+1 slot).	
30	650000	CBB	AA9	988	White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets	
31	676000	CCB	BAA	998	Cosmic Nullification(SL=18): Pick an N<=6. Immune to Nth level Concordant effects	
32	702000	CCB	BAA	998		
33	728000	DCC	BBA	A99		
34	754000	DCC	BBA	A99		
35	780000	DDC	CBB	AA9		
36	806000	DDC	CBB	AA9		

Indigo Afterliver RDM

Level	KXP	Psionics		Requisites:
		SUV	WXY	Con 123, Cml 27, HNCL 27
1	0	43-	---	Alignment: AN (Overwrite to all other classes)
2	1800	43-	---	HD/level: 2d95
3	5400	44-	---	Weapon Prof.: 10+level
4	10800	543	---	To Hit Table: 3xWiz
5	18000	543	---	Saves: & 3xWiz
6	27000	543	---	Reference: RDM
7	36000	553	---	Groups: PCDesigned, Concordant(x2)
8	54000	654	---	Complexity: CF=5
9	72000	654	---	
10	90000	654	---	Free double specialization in one weapon type.
11	108000	664	3--	Can use 2P+1V+1X per segment if desired.
12	126000	765	3--	Simplified Int bonus to spell progression.
13	144000	765	3--	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).
14	162000	765	3--	Immune Insanity.
15	180000	775	4--	Level 1:,2:,etc.: (every level): +1 Dex.
16	198000	876	4--	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.
17	216000	876	4--	Level 1: 1V, lose 1 to a track: gain 1 to a track
18	234000	876	4--	Level 1: pick a minor power: track cost to use is 1/2 normal (change at reset)
19	252000	886	5--	Level 3: 1V: Choose one – greater magic weapon, shield, or fly.
20	270000	987	53-	Level 9: pick a grand power: track cost to use is 1/2 normal (change at reset)
21	288000	987	53-	Known Powers
22	306000	987	53-	[Status Name] Ball (SL=SEL+1): Do this Status Effect to one group (Spell save: 0)
23	324000	997	63-	X-Gate (SL=N): Choose a DL=SL monster type; gate in that type.
24	342000	A98	64-	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)"
25	360000	A98	64-	I Know All, I See All (SL=11): +1OppF only for monster's side of combat.
26	378000	AA8	74-	Cosmic Toughness(SL=14): Hit Die become d100s (all classes)
27	396000	BA9	75-	Warmonger Spell (SL=14): 1M: A group gets +WCL iAC
28	414000	BA9	75-	White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets
29	432000	BA9	75-	Living Dungeon Spell (SL=17): Your attacks can hit every target within a given "Room" slot.
30	450000	BA9	75-	Force Masking (SL=20): Nondection from all beings of Multiplier xCCL or less.
31	468000	BB9	853	Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.
32	486000	CBA	863	
33	504000	CBA	863	
34	522000	CBA	863	
35	540000	CCA	964	
36	558000	DCB	974	

War farian RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	433	---	---
2	2300	433	---	---
3	6900	443	3--	---
4	13800	443	3--	---
5	23000	544	33-	---
6	34500	544	33-	---
7	46000	554	433	---
8	69000	554	433	---
9	92000	655	443	3--
10	115000	655	443	3--
11	138000	665	544	33-
12	161000	665	544	33-
13	184000	766	554	433
14	207000	766	554	433
15	230000	776	655	443
16	253000	776	655	443
17	276000	877	665	544
18	299000	877	665	544
19	322000	887	766	554
20	345000	887	766	554
21	368000	988	776	655
22	391000	988	776	655
23	414000	998	877	665
24	437000	998	877	665
25	460000	A99	887	766
26	483000	A99	887	766
27	506000	AA9	988	776
28	529000	AA9	988	776
29	552000	BAA	998	877
30	575000	BAA	998	877
31	598000	BBA	A99	887
32	621000	BBA	A99	887
33	644000	CBB	AA9	988
34	667000	CBB	AA9	988
35	690000	CCB	BAA	998
36	713000	CCB	BAA	998

Requisites: Dex 23, HNCL 27

Alignment: CG

HD/level: & +++16d70

Weapon Prof.: & 3+level

To Hit Table: 2xFtr0

Saves: M-U0

Reference: RDM

Groups: AlternateUniverse, Concordant(x2)

Complexity: CF=5

Gets 40 Rogue points per level.

Planar Touchstone: Gain a Psi-12, Psi-6, Psi6, or Psi12 minor (must match alignment)

Planar Survival [plane]: Specify a whole plane (not a layer). You are immune to the environment of that plane.

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

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

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

Level 5: Open hands are considered a +1 weapon to hit.

Level 8: Identify Alchemical/Chemical item and (at a -50% penalty) function (level-7)*10%

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.

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

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

Seeking Shot(SL=12): You can make one shot per round that is guaranteed to hit

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

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

Th/dmg/AC/saves and Great Cleave.

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

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

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.

The Greatest Thirteen Letter Animalling RDM

Level	KXP	Spells			Requisites: Con 28, Wis 113, HNCL 18
		ABC	DEF	GHI	
1	0	655	---	---	HD/level: 18d75
2	2700	655	---	---	Weapon Prof.: 16+level/2
3	8100	665	5--	---	To Hit Table: 3xPsi
4	16200	665	5--	---	Saves: & 2xFtr0
5	27000	766	55-	---	Reference: RDM
6	40500	766	55-	---	Groups: Monster, Concordant(x2)
7	54000	776	655	---	Complexity: CF=5
8	81000	776	655	---	
9	108000	877	665	5--	
10	135000	877	665	5--	Gets Barbarian Con.
11	162000	887	766	55-	+1 Feat per level.
12	189000	887	766	55-	Gets Extra-Barbarian Con.
13	216000	988	776	655	Gets Giga Barb Con [bonus = (Con-28)*11/2], Barb Wis, and Barb Chr.
14	243000	988	776	655	Free Paragon racial adjective.
15	270000	998	877	665	Level 1:,2:,etc.: +2 Luck. You can't 2 for 1 trade this away.
16	297000	998	877	665	Level 27: You may convert 16G -> 1LG.
17	324000	A99	887	766	Known Spells:
18	351000	A99	887	766	Operator Manipulation (SL=N): Change one mathematical operator to a different symbol. + or - = SL 2, * or / = SL 5, ^ or √ = SL 8, ^^ or √√ = SL 11.
19	378000	AA9	988	776	The Call of Cthulhu (SL=10): Summon a DL=XV Cthulhu Avatar you comprehend and control.
20	405000	AA9	988	776	May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).
21	432000	BAA	998	877	Roots of All Evil (SL=12): Summon CCL*5 DL I Saproling creatures(+1slot).
22	459000	BAA	998	877	Shangri-La Spell (SL=13): Immune Concordant Twilighting.
23	486000	BBA	A99	887	Apostasy(SL=14): You are unaffected by alignment based effects
24	513000	BBA	A99	887	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).
25	540000	CBB	AA9	988	Ultimate Weapon Specialization(SL=16): Number of attacks/limb=TH/5
26	567000	CBB	AA9	988	Cleansing Fire (SL=17): Slay CCL groups of targets (no save)
27	594000	CCB	BAA	998	Omnific Architect(SL=18): Creation times for items you create is instantaneous
28	621000	CCB	BAA	998	
29	648000	DCC	BBA	A99	
30	675000	DCC	BBA	A99	
31	702000	DDC	CBB	AA9	
32	729000	DDC	CBB	AA9	
33	756000	EDD	CCB	BAA	
34	783000	EDD	CCB	BAA	
35	810000	EED	DCC	BBA	
36	837000	EED	DCC	BBA	

Animal farian RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	655	---	---
2	1900	655	---	---
3	5700	665	5--	---
4	11400	665	5--	---
5	19000	766	55-	---
6	28500	766	55-	---
7	38000	776	655	---
8	57000	776	655	---
9	76000	877	665	5--
10	95000	877	665	5--
11	114000	887	766	55-
12	133000	887	766	55-
13	152000	988	776	655
14	171000	988	776	655
15	190000	998	877	665
16	209000	998	877	665
17	228000	A99	887	766
18	247000	A99	887	766
19	266000	AA9	988	776
20	285000	AA9	988	776
21	304000	BAA	998	877
22	323000	BAA	998	877
23	342000	BBA	A99	887
24	361000	BBA	A99	887
25	380000	CBB	AA9	988
26	399000	CBB	AA9	988
27	418000	CCB	BAA	998
28	437000	CCB	BAA	998
29	456000	DCC	BBA	A99
30	475000	DCC	BBA	A99
31	494000	DDC	CBB	AA9
32	513000	DDC	CBB	AA9
33	532000	EDD	CCB	BAA
34	551000	EDD	CCB	BAA
35	570000	EED	DCC	BBA
36	589000	EED	DCC	BBA

Requisites: Dex 27, HNCL 36
Alignment: CN
HD/level: ++2d75
Weapon Prof.: 7+level/2
To Hit Table: Pri
Saves: 3xCust
Reference: RDM
Groups: Planar, Concordant(x2)
Complexity: CF=5

Gets Int bonus to spells.
 Exceptional Str and Int bonus.
 Can specialize in weapons using the "Non-War" line.
 Gets Exceptional Con. Can weapon specialize, using the Non-Warrior line for number of attacks.
 Specialization, Animal sphere
 Level 1: Your unarmed attacks cause 1d4 stat damage (random stats, no save, aNR to resist)
 Level 1: Stun touch: You can attack (unarmed only) if you are Astrally Projected; +10*LVL Astral stunning dmg with unarmed attacks (save vs. PPD or -LVL all actions for LVL r)
 Level 1: Receive the Munchkin equivalent of a Paladin's warhorse. This is usually an adult dragon, but the Munchkin can ask for something different.
 Level 1: +1 Specialty Priest (GGL) pick
 Level 1: Immune to the effects of Ego of your multiplier or less.
 Level 3: Your unarmed attacks cause 1d6 stat damage (random stats, no save, aNR to resist)
 Level 4: You know all skills and have max ranks in each.
 Level 7: Can trade 10000 Infini Boxes into one iiBox of the same type.
 Level 8: Pick two from: Charonodaemon5 Level 5-7, Bringer Level 5-7, or Psi-6E/Psi6E major
 Known Spells:
 Sledgehammer (SL=N): Summon a DL N Sledgehammer Golem.
 Nine Inch Nails - Hurt (SL=10): One target is SEL=12 Wasted(high).
 Ship in a Bottle Cloud (SL=11): Mass Trap the Soul.
 Asomatous(SL=12): Astral, Inverse Astral, Ethereal, or Inverse Ethereal Projection
 Look Skyward and Despair (SL=13): Summon CCL DL V flying Dragons (+1slot).
 Warmonger Spell (SL=14): 1M: A group gets +WL isaves
 Shangri-La Spell (SL=15): Pixilate a creature (no save, XR to resist)
 Rectify(SL=16): Anyone slain by you is completely erased from ever existing
 Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg. Target cannot take actions.
 Infinite [Ability Score](SL=18): +CCL iChr (+CCL*25 Chr if not using [X] section)

Red Istari RDM

Level	KXP	Psionics
		SUV WXY
1	0	65- ---
2	1700	65- ---
3	5100	66- ---
4	10200	765 ---
5	17000	765 ---
6	25500	765 ---
7	34000	775 ---
8	51000	876 ---
9	68000	876 ---
10	85000	876 ---
11	102000	886 5--
12	119000	987 5--
13	136000	987 5--
14	153000	987 5--
15	170000	997 6--
16	187000	A98 6--
17	204000	A98 6--
18	221000	A98 6--
19	238000	AA8 7--
20	255000	BA9 75-
21	272000	BA9 75-
22	289000	BA9 75-
23	306000	BB9 85-
24	323000	CBA 86-
25	340000	CBA 86-
26	357000	CBA 86-
27	374000	CCA 96-
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

Requisites: Con 25, Chr 112, HNCL 18

Alignment: JG

HD/level: 8d70

Weapon Prof.: 17+level

To Hit Table: 2xRog

Saves: & always +0

Reference: RDM

Groups: Monster, Concordant(x2)

Complexity: CF=5

You stop aging mentally and physically.

Gets Barbarian Con.

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

Gets Exceptional Con.

Specialization, MTG Red School

Level 2:,5:,8:,ect: 1bX, 1/d: One target gets a save when no save.

Level 4: 1V, 3/d: Alter Self; 1V, can borrow, 1/w: Cure Disease

Known Powers

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

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

(to all creatures) to one target.

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

You do not have a Multiplier.

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

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

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

subordinates you control this segment.

Beacon of Tomorrows (SL=17): (cast 1/d, but you can pick this more than once) Take

another segment after the current one.

Beacon of Tomorrows (SL=17): (cast 1/d, but you can pick this more than once) Take

another segment after the current one.

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

permanent

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

Dark Ender RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	433	---	---
2	3300	433	---	---
3	9900	443	3--	---
4	19800	443	3--	---
5	33000	544	33-	---
6	49500	544	33-	---
7	66000	554	433	---
8	99000	554	433	---
9	132000	655	443	3--
10	165000	655	443	3--
11	198000	665	544	33-
12	231000	665	544	33-
13	264000	766	554	433
14	297000	766	554	433
15	330000	776	655	443
16	363000	776	655	443
17	396000	877	665	544
18	429000	877	665	544
19	462000	887	766	554
20	495000	887	766	554
21	528000	988	776	655
22	561000	988	776	655
23	594000	998	877	665
24	627000	998	877	665
25	660000	A99	887	766
26	693000	A99	887	766
27	726000	AA9	988	776
28	759000	AA9	988	776
29	792000	BAA	998	877
30	825000	BAA	998	877
31	858000	BBA	A99	887
32	891000	BBA	A99	887
33	924000	CBB	AA9	988
34	957000	CBB	AA9	988
35	990000	CCB	BAA	998
36	1023000	CCB	BAA	998

Requisites: Wis 121, Chr 29, HNCL 18

Alignment: JE

HD/level: & 5d10

Weapon Prof.: & 7+level/2

To Hit Table: 2xFtr0

Saves: 2xCTD0

Reference: RDM

Groups: Futureshifted, Concordant(x2)

Complexity: CF=5

Pick an Positive Integer for this class no greater than LVL. This class does not benefit from "Min Level" in the current campaign. Your "CL" and "LVL" for abilities is equal to your level to the Nth power instead of your level.

Has all rogue abilities on all charts. Gets 90 Rogue points per level.

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 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 13: Destruct X. ½M: Halve the hp on up to (LVL-7)/3 targets (no save, IR to resist)

Known Spells:

Oh Oh Oh Oh, Oh My God (SL=N): Target takes SL^4 piercing brown pudding damage (no save). [A69]: replace brown pudding with feces.

Hurt (SL=10): Target is Retired (no resistance).

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

Iron Body(SL=12): Your manifestation turns to iron; +26 Str; DR 10/-; +10 AC; -5 Dex

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

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

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

Equilibrium(SL=16): All ability scores match your highest ability score (among the basic 6 stats)

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

Range=Same Multiverse

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

Yakuza5 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	76-	---
2	2500	76-	---
3	7500	77-	---
4	15000	876	---
5	25000	876	---
6	37500	876	---
7	50000	886	---
8	75000	987	---
9	100000	987	---
10	125000	987	---
11	150000	997	6--
12	175000	A98	6--
13	200000	A98	6--
14	225000	A98	6--
15	250000	AA8	7--
16	275000	BA9	7--
17	300000	BA9	7--
18	325000	BA9	7--
19	350000	BB9	8--
20	375000	CBA	86-
21	400000	CBA	86-
22	425000	CBA	86-
23	450000	CCA	96-
24	475000	DCB	97-
25	500000	DCB	97-
26	525000	DCB	97-
27	550000	DDB	A7-
28	575000	EDC	A8-
29	600000	EDC	A8-
30	625000	EDC	A8-
31	650000	EEC	B86
32	675000	FED	B96
33	700000	FED	B96
34	725000	FED	B96
35	750000	FFD	C97
36	775000	GFE	CA7

Requisites: Dex 115, HNCL 18
Alignment: CW (Overwrite to all other classes)
HD/level: 20d40
Weapon Prof.: 17+level/2
To Hit Table: always +0
Saves: & 2xPsi
Reference: RDM
Groups: Rogue, Concordant(x2)
Complexity: CF=5

Gets 30 Rogue points per level. Still gets the "Any Rogue" picks at 9th, 18th, 27th, and 36th.
 Gets an X action per round.
 Gets 30 Rogue points per level. May pick a Specialty Priest choice in Cypho or other God of Love.
 Gets 40 Rogue points per level.
 You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
 Level 1: Immune to disease, haste, and slow; Immunity can be dropped if the monk wishes
 Level 10: Turn Undead: You can turn undead as if 4 levels lower.
 Known Powers
 Summon Horse N (SL=N): Summon a DL=SL+1 Horse or (11-SL)^2 DL=SL Donkeys/Mules.
 Brightflame N (SL=N): Deal 10*(N-4) dmg to a group, you cure the total damage done (to all creatures) to one target.
 Your Puny Minds Cannot Fathom (SL=11): Regain 4 SL's. You have no max number of maintain's.
 Psi∞ Supers (SL=11): Enhance (1bM to use, add your CCL to the CCL of an effect for this segment)
 Slipstream(SL=14): You are unaffected by temporal disturbances
 Perfect Summoning(SL=14): Hit Dice of summoned creatures increases by 200%
 Psi∞ Ultra+1(V)'s (SL=17): Sporacle-ize-ize (random SEL 14 status effect, group, no save)
 White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets
 Living Planet Spell (SL=20): Get a times 10 mirrored set of base XP in the Anti-Custom class.
 Omnific Weapon Specialization(SL=20): +1iidmg

Chromatic Breaker(Worshiper of the Flying Elemental) RDM

Level	KXP	Spells			Requisites: Int 32, Luck 29, HNCL 27
		ABC	DEF	GHI	
1	0	544	---	---	HD/level: 18d45
2	2500	544	---	---	Weapon Prof.: 20+level
3	7500	554	4--	---	To Hit Table: 3xPsi
4	15000	554	4--	---	Saves: & always +0
5	25000	655	44-	---	Reference: RDM
6	37500	655	44-	---	Groups: Technology, Concordant(x2)
7	50000	665	544	---	Complexity: CF=5
8	75000	665	544	---	
9	100000	766	554	4--	
10	125000	766	554	4--	Gets only 20 Rogue points per level.
11	150000	776	655	44-	Resist Chromatic.
12	175000	776	655	44-	Level 1: Technology Damaging Shield vs. Melee or Missile attacks (100% damage back; TechR or aER to resist)
13	200000	877	665	544	Level 1: You have a bite attack (CCLd20, 20-CCL crit range, on crit, swallow whole).
14	225000	877	665	544	Level 1: Immune to Vacuum. Need not breathe.
15	250000	887	766	554	Level 1: May weapon specialize in technological weapons using the Non-Warrior line for number of attacks.
16	275000	887	766	554	Level 3: Specialization in Enchantment gained.
17	300000	988	776	655	Level 5: Unusual materials are considered elements of E=S for your spells.
18	325000	988	776	655	Level 5: Nonmagical items (all types) are one-third cost for you
19	350000	998	877	665	Known Spells:
20	375000	998	877	665	Golden Guzzlers (SL=N): The target takes 4^N gold water damage (no resist).
21	400000	A99	887	766	Superior Quivering Palm(SL=10): Use the quivering palm attack once per round
22	425000	A99	887	766	Shangri-La Spell (SL=11): Your summons attack as 2 DL's higher.
23	450000	AA9	988	776	Mime Ability Score(SL=12): You can copy one single ability score of an opponent
24	475000	AA9	988	776	A Display of My Dark Power (SL=13): Psi cost half points, Spells cost half slots, abilities have double uses this rd.
25	500000	BAA	998	877	Warmonger Spell (SL=14): 1M: A group gets +WL iTH
26	525000	BAA	998	877	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	550000	BBA	A99	887	Rectify(SL=16): Anyone slain by you is completely erased from ever existing
28	575000	BBA	A99	887	Force Control Pain (SL=17): iDT 50-CCL.
29	600000	CBB	AA9	988	Omniparity(SL=18): You have level = (Divine3 level) in every non-Concordant class
30	625000	CBB	AA9	988	
31	650000	CCB	BAA	998	
32	675000	CCB	BAA	998	
33	700000	DCC	BBA	A99	
34	725000	DCC	BBA	A99	
35	750000	DDC	CBB	AA9	
36	775000	DDC	CBB	AA9	

Dark Concordant(ArchSpawn) RDM

Level	KXP	Spells			Requisites:
		ABC	DEF	GHI	Dex 116, Wis 27, HNCL 18
1	0	322	---	---	Alignment: non-A
2	2400	322	---	---	HD/level: & +++16d100
3	7200	332	2--	---	Weapon Prof.: & 15+level
4	14400	332	2--	---	To Hit Table: 2xRog
5	24000	433	22-	---	Saves: Ftr0
6	36000	433	22-	---	Reference: RDM
7	48000	443	322	---	Groups: Custom, Concordant(x2)
8	72000	443	322	---	Complexity: CF=5
9	96000	544	332	2--	
10	120000	544	332	2--	Get free Desert Eagle with unlimited .50 AE ammunition. (d30, 18+/x5)
11	144000	554	433	22-	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)
12	168000	554	433	22-	Level 4: Fear Aura. Will save, DC=85.
13	192000	655	443	322	Level 9: Total HD is (462+level)d12.
14	216000	655	443	322	Level 20: +LVL CL with Priest spells
15	240000	665	544	332	Level 27: +1G action. DR 500/-. You have all choices from Dimensional Mastery.
16	264000	665	544	332	Known Spells:
17	288000	766	554	433	[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)
18	312000	766	554	433	THETAN TRANCENDANCE (SL = 10): Ignore body of followers requirement and +9HNCL for False God class.
19	336000	776	655	443	My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.
20	360000	776	655	443	
21	384000	877	665	544	Heavenly Soul(SL=12): +(Chr bonus) saves
22	408000	877	665	544	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".
23	432000	887	766	554	Perfect Critical Multiplier(SL=14): Your critical multiplier is quintupled
24	456000	887	766	554	Into the Earthen Maw (SL=15): Incurse a flying creature, a non-flying creature, and all slain creatures(one group).
25	480000	988	776	655	My Crushing Masterstroke (SL=16): Gain control of all enemies items/spell effect/summons in the room this segment.
26	504000	988	776	655	
27	528000	998	877	665	Cleansing Fire (SL=17): Slay CCL groups of targets (no save)
28	552000	998	877	665	Absolute(SL=18): ++N on all rolls = sum of opponents' concordant levels in the room.
29	576000	A99	887	766	
30	600000	A99	887	766	
31	624000	AA9	988	776	
32	648000	AA9	988	776	
33	672000	BAA	998	877	
34	696000	BAA	998	877	
35	720000	BBA	A99	887	
36	744000	BBA	A99	887	

Chirurgeon4 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	322	---	---
2	2000	322	---	---
3	6000	332	2--	---
4	12000	332	2--	---
5	20000	433	22-	---
6	30000	433	22-	---
7	40000	443	322	---
8	60000	443	322	---
9	80000	544	332	2--
10	100000	544	332	2--
11	120000	554	433	22-
12	140000	554	433	22-
13	160000	655	443	322
14	180000	655	443	322
15	200000	665	544	332
16	220000	665	544	332
17	240000	766	554	433
18	260000	766	554	433
19	280000	776	655	443
20	300000	776	655	443
21	320000	877	665	544
22	340000	877	665	544
23	360000	887	766	554
24	380000	887	766	554
25	400000	988	776	655
26	420000	988	776	655
27	440000	998	877	665
28	460000	998	877	665
29	480000	A99	887	766
30	500000	A99	887	766
31	520000	AA9	988	776
32	540000	AA9	988	776
33	560000	BAA	998	877
34	580000	BAA	998	877
35	600000	BBA	A99	887
36	620000	BBA	A99	887

Requisites: Wis 27, HNCL 27, Race slots 1

Alignment: TE

HD/level: & ++7d95

Weapon Prof.: & 7+level

To Hit Table: 2xM-U0

Saves: & CTD0

Reference: RDM

Groups: Priest, Concordant(x2)

Complexity: CF=5

xLVL Personalty score for purposes of Ego.

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

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

Additional Saves & ++level

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

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

Level 1: All spells do not have the 1P action requirement. If the spell would not have required 1P action to cast in the first place, one instance of Material Componenting is gained. Does NOT get free Material Componenting for all spells as per Mage/Rob

Level 2: +2 XP for assisting in a child birth.

Level 3: Identify Fungus/Mold type; Identify Outer-Planar creature type; Identify potions.

Level 9: Awe power Erases Truename instead of Charms.

Level 10: Instrument of War: Damage Reduction is only 50% effective against your attacks.

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.

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

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

Learned Spell Immunity(SL=12): Adapt to an opponents spells (immune to it after first time)

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 Con

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

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

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

Omniverses in a random direction, no save)

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

Orange Hero Immortal(ArchImmortal) RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	544	---	---
2	1600	544	---	---
3	4800	554	4--	---
4	9600	554	4--	---
5	16000	655	44-	---
6	24000	655	44-	---
7	32000	665	544	---
8	48000	665	544	---
9	64000	766	554	4--
10	80000	766	554	4--
11	96000	776	655	44-
12	112000	776	655	44-
13	128000	877	665	544
14	144000	877	665	544
15	160000	887	766	554
16	176000	887	766	554
17	192000	988	776	655
18	208000	988	776	655
19	224000	998	877	665
20	240000	998	877	665
21	256000	A99	887	766
22	272000	A99	887	766
23	288000	AA9	988	776
24	304000	AA9	988	776
25	320000	BAA	998	877
26	336000	BAA	998	877
27	352000	BBA	A99	887
28	368000	BBA	A99	887
29	384000	CBB	AA9	988
30	400000	CBB	AA9	988
31	416000	CCB	BAA	998
32	432000	CCB	BAA	998
33	448000	DCC	BBA	A99
34	464000	DCC	BBA	A99
35	480000	DDC	CBB	AA9
36	496000	DDC	CBB	AA9

Requisites: Str 24, Chr 116, HNCL 18

Alignment: LG

HD/level: 6d30

Weapon Prof.: 17+level

To Hit Table: 2xWar

Saves: 2xM-U0

Reference: RDM

Groups: Custom, Concordant(x2)

Complexity: CF=5

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.

Psionic Strength = (Int+Wis+Chr)/3*(Level+9)*2 (in Psi1 points)

+1 Weapon proficiency per level.

Immune Acid.

Level 1:,2:,etc., add a known 3.5 edition class's abilities (see below). You do not need to meet the requirements of the class. The only ways to add more classes to the list below is either to use Research Points, or to use the d20izer3.5 class.

Level 1: +1 specialty school

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

Known Spells:

Roughing up the Suspect(SL=N): Target takes SL^2 dmg and can't take physical actions.

* 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 disjunct)

Superior Critical Multiplier(SL=12): Your critical multiplier is quadrupled

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

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

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

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

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

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

Black farian(ArchPlanetar) RDM

Level	KXP	Spells			Requisites:
		ABC	DEF	GHI	Int 123, Wis 31, HNCL 27
1	0	544	---	---	Alignment: CW
2	1700	544	---	---	HD/level: 4d45
3	5100	554	4--	---	Weapon Prof.: 17+level/2
4	10200	554	4--	---	To Hit Table: 2xPri
5	17000	655	44-	---	Saves: 3xCTD0
6	25500	655	44-	---	Reference: RDM
7	34000	665	544	---	Groups: Priest, Concordant(x2)
8	51000	665	544	---	Complexity: CF=5
9	68000	766	554	4--	
10	85000	766	554	4--	Specialization, Sun sphere
11	102000	776	655	44-	Specialty Priest pick in a god with a Dex requirement
12	119000	776	655	44-	Ultra Barbarian Str, Dex, and Con. [Bonus = (Stat-22)*4]
13	136000	877	665	544	Immune Ego from Intelligent Items (any multiplier, can't be ignored)
14	153000	877	665	544	Specialization, MTG Black School
15	170000	887	766	554	Level 1: Your Atheist(-7) spells have a (M-1)*100 save penalty, where M is the target's multiplier
16	187000	887	766	554	Level 2: 7:,12:,ect: 1X, 1/d: Backstab or Dex-based rogue abilities lvl*30' away.
17	204000	988	776	655	Level 2: Immune local terrain.
18	221000	988	776	655	Level 4: Aquatic: You gain the aquatic subtype, you also gain cold resistance equal to half your hit die.
19	238000	998	877	665	Level 7:,12:,17:,ect: 1X, 1/d: imprisonment.
20	255000	998	877	665	Level 8: Anaretic: 1 attack: Dispel Magic, Radiation, or Innate
21	272000	A99	887	766	Known Spells:
22	289000	A99	887	766	An*1 Adventures of Max Hardcore (SL=N): Plane Shift N targets to the elemental plane of brown pudding.
23	306000	AA9	988	776	J*zz Trap Spreads My Gap (SL=10): Target planeshifts to and Capital D Drowns in the elemental plane of white pudding (no resistance). [A69]: replace white pudding with semen.
24	323000	AA9	988	776	
25	340000	BAA	998	877	The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1 slot).
26	357000	BAA	998	877	Super Charge(SL=12): Deal x6 damage on a charge, or x8 with a lance
27	374000	BBA	A99	887	I Call on the Ancient Magics (SL=13): You get 2 research points to use this segment and your group gets 1 point.
28	391000	BBA	A99	887	Numinous(SL=14): Anti-magic aura that does not impede your own magic
29	408000	CBB	AA9	988	Shangri-La Spell (SL=15): Your summons attack as 2 DL's higher (stacks with earlier versions of this).
30	425000	CBB	AA9	988	
31	442000	CCB	BAA	998	Cosmic Inspiration (S)(SL=16): 1X: Duplicate a 0th-4th level Divine3 spell
32	459000	CCB	BAA	998	Force Absorb/Dissipate Energy (SL=17): Absorb X idmg of any E factor element or celement.
33	476000	DCC	BBA	A99	Omniversal(SL=18): Your attacks are felt by all enemies in your group (Cascade Ram)
34	493000	DCC	BBA	A99	
35	510000	DDC	CBB	AA9	
36	527000	DDC	CBB	AA9	

False Wizard/ Legendary Elemental RDM

Level	KXP	Psionics	Requisites:
		SUV WXY	Con 124, Int 26, HNCL 27
1	0	43- ---	Alignment: non-T (Overwrite to all other classes)
2	1800	43- ---	HD/level: ††7d20
3	5400	44- ---	Weapon Prof.: 14+level
4	10800	543 ---	To Hit Table: War
5	18000	543 ---	Saves: 2xM-U0
6	27000	543 ---	Reference: RDM
7	36000	553 ---	Groups: PCDesigned, Concordant(x2)
8	54000	654 ---	Complexity: CF=5
9	72000	654 ---	
10	90000	654 ---	Gets Utmost Barb Con; bonus = (Stat-34)*7
11	108000	664 3--	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).
12	126000	765 3--	Barbarian Str, Dex, or Con; gain another at Level 4 and the last at Level 9.
13	144000	765 3--	Gets 1X action per round.
14	162000	765 3--	Level 1: +1 GGL pick.
15	180000	775 4--	Level 1: pick a minor power: takes 1/2 M to use (change at reset)
16	198000	876 4--	Level 3: Ability to re-roll unfavorable rolls (only once per roll). This applies to hit point gains, damage rolls, 'to-hit' rolls, everything.
17	216000	876 4--	Level 5: Brew Potions: 10F, 1/reset: Create 100*LVL XP value in potions.
18	234000	876 4--	Level 5: 1M: Potion ball (of a potion you have, the potion is used)
19	252000	886 5--	Level 9: pick a grand power: takes 1/2 M to use (change at reset)
20	270000	987 53-	Level 18: 0, LVL/d: Copy an enemy's ER, XR, or GR as your own this segment.
21	288000	987 53-	Known Powers
22	306000	987 53-	Disintegrate N (SL=N): Deals 10*N fire dmg to target. If target drops, Slain+no remains.
23	324000	997 63-	Dutch Oven(SL=N): One target nauseated, takes SL^2 dmg and entangled for 1segment.
24	342000	A98 64-	Realms Befitting My Majesty (SL=11): Create a new demiplane in the Astral.
25	360000	A98 64-	Force Veiling (SL=11): Nondection from all beings of Multiplier xCL/5 or less.
26	378000	A98 64-	Drench the Soil in Their Blood (SL=14): Double number of attacks for you and subordinates you control this segment.
27	396000	AA8 74-	Living Planet Spell (SL=14): Gain an extra retaliatory attack for every time you are injured.
28	414000	BA9 75-	Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg. Target cannot take actions.
29	432000	BA9 75-	Psi∞ Ultra+1(V)'s (SL=17): Sporacle-ize-ize (random SEL 14 status effect, group, no save)
30	450000	BA9 75-	Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)
31	468000	BB9 853	Omnific Weapon Specialization(SL=20): +1iidmg
32	486000	CBA 863	
33	504000	CBA 863	
34	522000	CBA 863	
35	540000	CCA 964	
36	558000	DCB 974	

Prismatic Shoggoth RDM

Level	KXP	Psionics
		SUV WXY
1	0	54- ---
2	2200	54- ---
3	6600	55- ---
4	13200	654 ---
5	22000	654 ---
6	33000	654 ---
7	44000	664 ---
8	66000	765 ---
9	88000	765 ---
10	110000	765 ---
11	132000	775 4--
12	154000	876 4--
13	176000	876 4--
14	198000	876 4--
15	220000	886 5--
16	242000	987 5--
17	264000	987 5--
18	286000	987 5--
19	308000	997 6--
20	330000	A98 64-
21	352000	A98 64-
22	374000	A98 64-
23	396000	AA8 74-
24	418000	BA9 75-
25	440000	BA9 75-
26	462000	BA9 75-
27	484000	BB9 85-
28	506000	CBA 86-
29	528000	CBA 86-
30	550000	CBA 86-
31	572000	CCA 964
32	594000	DCB 974
33	616000	DCB 974
34	638000	DCB 974
35	660000	DDB A75
36	682000	EDC A85

Requisites: Con 114, Chr 30, HNCL 27

Alignment: JG

HD/level: ++12d70

Weapon Prof.: 13+level

To Hit Table: Cust

Saves: 3xCTD0

Reference: RDM

Groups: Psionist, Concordant(x2)

Complexity: CF=5

1/game, at end of game: You may permanently add a modified Rogue ability (using the CF=3 note above) to the "All Rogue Abilities" chart.

Exceptional Str and Int bonus.

Resist Prismatic.

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

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

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.

Level 4: iDT 1 and ixDR 1.

Level 12: Pick one Rebel5 Level 9-11, one Hippie5 Level 9-11, or three 5-7 among those

Known Powers

[Status Name] PFA (SL=SEL): Whenever someone targets you with an effect, they suffer that Status Effect unless they make a save vs. Spell.

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

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

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

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.

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

Psi∞ Ultra+1(V)'s (SL=17): Sporacle-ize-ize (random SEL 14 status effect, group, no save)

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

Unearthly Defence(SL=20): +1iiAC

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

Orange Un Sampler from Beyond1 RDM

Level	KXP	Spells			Requisites:
		ABC	DEF	GHI	Str 119, Chr 31, HNCL 27
1	0	655	---	---	Alignment: non-J
2	2200	655	---	---	HD/level: ‡13d25
3	6600	665	5--	---	Weapon Prof.: 19+level/2
4	13200	665	5--	---	To Hit Table: 2xRog
5	22000	766	55-	---	Saves: & Mon
6	33000	766	55-	---	Reference: RDM
7	44000	776	655	---	Groups: Futureshifted, Concordant(x2)
8	66000	776	655	---	Complexity: CF=5
9	88000	877	665	5--	
10	110000	877	665	5--	Rolls 1d30 to hit and for saves. Automatically hits (succeeds) on a natural 29-30.
11	132000	887	766	55-	Automatically misses on a 1.
12	154000	887	766	55-	This class can never get a stat bonus to its spell progression, a bonus to ML, an extra "0" (or "1") on the progression, or an overwrite to its spell progression.
13	176000	988	776	655	Immune Acid.
14	198000	988	776	655	You have +1 Secondary Skill and no XP doubling past level 36.
15	220000	998	877	665	Level 1: +LVL QZ actions /r; Can convert 2 QZ -> 1 OppQZ
16	242000	998	877	665	Level 1: Requires HNCL 18+(Sentinel level), max of HNCL 27 at Sentinel level 9. Considered x2 Being.
17	264000	A99	887	766	Level 1: Continuous Undetectable Alignment and Disguise Self.
18	286000	A99	887	766	Level 1:,2:,etc.: +1 Follower, treat this as a level=LVL*3 Priest.
19	308000	AA9	988	776	Level 3:,8:,13:,ect: 1X, 1/d: Become Intangible (immune matter) for 20+lvl rds.
20	330000	AA9	988	776	Level 9: Fabricator VIII. 1P: Create any magic item of XPV=(LVL-8)*900 or less.
21	352000	BAA	998	877	This item fades in 1 turn. You can build 1 item of this type per reset that is permanent, however.
22	374000	BAA	998	877	Level 9: Repair VII. ½M: Restore an effect that was dispelled within the last round.
23	396000	BBA	A99	887	Known Spells:
24	418000	BBA	A99	887	Universal Max (SL=N): Wizard Wish N-2 (min SL1).
25	440000	CBB	AA9	988	Combat Mastery(SL=10): Trade any amount of BAB to AC
26	462000	CBB	AA9	988	Only Blood Ends Your Nightmares (SL=11): Each enemy sacrifices a subordinate (one group) or loses CCL*2 SL's.
27	484000	CCB	BAA	998	Know Naught but Fire (SL=12): CCL*"each opponent's memorized SL's" Furnace dmg to each target (one group).
28	506000	CCB	BAA	998	Shangri-La Spell (SL=13): Between to Shangri-La.
29	528000	DCC	BBA	A99	Lord of the Skull(SL=14): You gain the Demilich Template
30	550000	DCC	BBA	A99	Into the Earthen Maw (SL=15): Incurse a flying creature, a non-flying creature, and all slain creatures(one group).
31	572000	DDC	CBB	AA9	Living Planet Spell (SL=16): You can attack any target you can perceive.
32	594000	DDC	CBB	AA9	Living Dungeon Spell (SL=17): Your attacks can hit every target within a given "Room" slot.
33	616000	EDD	CCB	BAA	
34	638000	EDD	CCB	BAA	Omnipresent(SL=18): You can be in CCL groups at the same time
35	660000	EED	DCC	BBA	
36	682000	EED	DCC	BBA	