

Munchkin/ Legendary Ender RDM

Level	KXP	Psionics		Requisites: HNCL 18 Alignment: non-E HD/level: & ‡‡4d70 Weapon Prof.: & 1+level To Hit Table: always +0 Saves: & 2xCust Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	4800	2--	---	
3	14400	22-	---	
4	28800	32-	---	
5	48000	32-	---	
6	72000	32-	---	
7	96000	33-	---	
8	144000	432	---	
9	192000	432	---	
10	240000	432	---	See [Q∞] for rules and powers. iPSP = (Int+Wis+Chr)/3*(Level)
11	288000	442	---	+1 extra Nonweapon Prof per level.
12	336000	543	---	All of your effects are undisPELLable and all of your items are indestructible.
13	384000	543	---	Level 1: 1X: Wish.
14	432000	543	---	Level 1:,6:,11:,ect: 1X, 1/d: Continuous Dust of Dissappearance (You, floor, and group)
15	480000	553	2--	Level 2:,4:,6:,ect.: +1CML in another class.
16	528000	654	2--	Level 9: Your Axe, Bow and Sword are Cascade Ram branded.
17	576000	654	2--	Level 36:, 37:, 38:, ect.: Duplicate yourself and fuse with your duplicate. This adds Divine bonus, ability scores, DR, SR, number of spells/powers known.
18	624000	654	2--	Known Powers
19	672000	664	3--	[Status Name] Bolt (SL=SEL): Do this Status Effect to one target (Spell save: 0)
20	720000	765	3--	Blue Oyster Cult - Godzilla (SL=N): Summon a DL=N Unique Reptile that breathes E=N Nuclear Radiation (dmg=current rhps).
21	768000	765	3--	Force Pull/Push (SL=11): Telekinesis, X=(lbs.)*(speed in ft.)/CCL^2
22	816000	765	3--	Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)
23	864000	775	4--	Worldpurge (SL=14): All summons and elementals in the room are unsummoned.
24	912000	876	42-	Apostasy(SL=14): You are unaffected by alignment based effects
25	960000	876	42-	Life's Web (SL=17): Summon CCL*7 DL=7+CCL/7 monsters (you can comprehend them if over DL X)
26	1008000	876	42-	Black Honden (SL=17): Target will have his next CCL effects Countered (no save)
27	1056000	886	52-	Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)
28	1104000	987	53-	Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)
29	1152000	987	53-	
30	1200000	987	53-	
31	1248000	997	63-	
32	1296000	A98	64-	
33	1344000	A98	64-	
34	1392000	A98	64-	
35	1440000	AA8	742	
36	1488000	BA9	752	

The Second Peace Hero(Worshiper of the Flying Planetar) RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4200	2--	---	---
3	12600	22-	---	---
4	25200	22-	---	---
5	42000	322	---	---
6	63000	322	---	---
7	84000	332	2--	---
8	126000	332	2--	---
9	168000	433	22-	---
10	210000	433	22-	---
11	252000	443	322	---
12	294000	443	322	---
13	336000	544	332	2--
14	378000	544	332	2--
15	420000	554	433	22-
16	462000	554	433	22-
17	504000	655	443	322
18	546000	655	443	322
19	588000	665	544	332
20	630000	665	544	332
21	672000	766	554	433
22	714000	766	554	433
23	756000	776	655	443
24	798000	776	655	443
25	840000	877	665	544
26	882000	877	665	544
27	924000	887	766	554
28	966000	887	766	554
29	1008000	988	776	655
30	1050000	988	776	655
31	1092000	998	877	665
32	1134000	998	877	665
33	1176000	A99	887	766
34	1218000	A99	887	766
35	1260000	AA9	988	776
36	1302000	AA9	988	776

Requisites: Str 35, HNCL 18

Alignment: AN

HD/level: & 4d50

Weapon Prof.: & 2+level/2

To Hit Table: always +0

Saves: & Cust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

+1 S action only usable in segment 2.

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

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

Level 5: Awe power Imprisons instead of Charms.

Level 7: Effective caster level is 261.

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

Level 13: +1 G action.

Known Spells:

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

Superior Whirlwind Attack(SL=10): Make a 5 ft. step as part of a whirlwind attack

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

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

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

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

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).

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

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

Living Planet Spell (SL=18): Your attacks are felt by all enemies in your group (Cascade Ram).

The Fourth Bugbear in a Box RDM

Level	KXP	Spells			Requisites: Luck 15, HNCL 18 Alignment: NG HD/level: 1d45 Weapon Prof.: 18+level To Hit Table: 3xPsi Saves: & Wiz Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		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-	---	Know Unbreakable (Invigorator) spells
11	276000	443	322	---	+LVL*2 Str, Dex, and Con.
12	322000	443	322	---	You have an additional Legend progression
13	368000	544	332	2--	+1 S action only usable in segment 4.
14	414000	544	332	2--	Level 4: All your X0.13 (Pinpoint X13) and Breaker spells cost 0 actions (limit = CCL/r).
15	460000	554	433	22-	Level 6: Total HD is 171d12. (This is the only level where HD does not equal CL).
16	506000	554	433	22-	Level 7: Immune Breath Weapons.
17	552000	655	443	322	Known Spells:
18	598000	655	443	322	Neighborhood Trolley (SL=N): Summon a DL=N Trolley that may count as everybody's mount and with (10-N) V's: Planeshift. At SL=7, Between.
19	644000	665	544	332	Daniel Tiger's Neighborhood (SL=10): You are Retired and your character slot is replaced by a baby Tiger classed in Mister Rodgers at +1 level.
20	690000	665	544	332	Slaughter to Prevail - Baba Yaga (SL=11): Spend 13,000 gp: Summon a DL=13
21	736000	766	554	433	Unique Hag Wizard Avatar named Baba Yaga and her hut.
22	782000	766	554	433	Divine Champion(SL=12): Borrow an ability from another deity (must be willing)
23	828000	776	655	443	Rotted Ones, Lay Siege (SL=13): Summon CCL DL II Zombies for each enemy (one group). Each attacks that enemy.
24	874000	776	655	443	Spirited Away(SL=14): You are saved from destruction (Avoid Fate once per day)
25	920000	877	665	544	Into the Earthen Maw (SL=15): Incurse a flying creature, a non-flying creature, and all slain creatures(one group).
26	966000	877	665	544	Equilibrium(SL=16): All ability scores match your highest ability score (among the basic 6 stats)
27	1012000	887	766	554	Blinkmoth Infusion (SL=17): All of your magic items get a +1QE Haste (counts as their Haste)
28	1058000	887	766	554	
29	1104000	988	776	655	
30	1150000	988	776	655	Living Planet Spell (SL=18): Your sight can go around corners (you can see everything in this plane that you can trace a path to).
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	

Supreme Myojin/ Legendary Divine1 RDM

Level	KXP	Spells			Requisites: Str 35, HNCL 18 Alignment: TE HD/level: 4d35 Weapon Prof.: 13+level/2 To Hit Table: 3xRog Saves: & Wiz Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	5100	2--	---	---	
3	15300	22-	---	---	
4	30600	22-	---	---	
5	51000	322	---	---	
6	76500	322	---	---	
7	102000	332	2--	---	
8	153000	332	2--	---	
9	204000	433	22-	---	
10	255000	433	22-	---	Exceptional Int and Wis, Barbarian Chr.
11	306000	443	322	---	1/d: For each Follower (either with you or at home), gain L^2 Worship Points, where L is his level.
12	357000	443	322	---	Get exceptional HNCL bonus to spell progression.
13	408000	544	332	2--	You have +1 Secondary Skill and no XP doubling past level 36.
14	459000	544	332	2--	Level 1: Munchkins are not affected by encumbrance.
15	510000	554	433	22-	Level 1:,2:,etc.: +1 head.
16	561000	554	433	22-	Level 1: +9V actions (effectively x10 movement rate.)
17	612000	655	443	322	Level 2: 1X: 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.
18	663000	655	443	322	Level 3:,8:,13:,ect: +12 ihp.
19	714000	665	544	332	Level 8: Total HD is 361d12.
20	765000	665	544	332	Known Spells: Cleveland Steamer(SL=N): Target crushed and SL^3 brown pudding dmg.
21	816000	766	554	433	Combat Mastery(SL=10): Trade any amount of BAB to AC
22	867000	766	554	433	May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).
23	918000	776	655	443	Roots of All Evil (SL=12): Summon CCL*5 DL I Saproling creatures(+1 slot).
24	969000	776	655	443	Embrace My Diabolical Vision (SL=13): Reset you and one group. That group only gets back 4 SL's.
25	1020000	877	665	544	Cosmic Toughness(SL=14): Hit Die become d100s (all classes)
26	1071000	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	1122000	887	766	554	Polymath(SL=16): Your non-Concordant class levels can be changed at will (you can shift XP around)
28	1173000	887	766	554	Sway of the Stars (SL=17): Everyone's hp total in the room is set to 70. The current half-segment ends.
29	1224000	988	776	655	Omnispective(SL=18): Your sight can go around corners (you can see everything in this plane that you can trace a path to)
30	1275000	988	776	655	
31	1326000	998	877	665	
32	1377000	998	877	665	
33	1428000	A99	887	766	
34	1479000	A99	887	766	
35	1530000	AA9	988	776	
36	1581000	AA9	988	776	

Spaghetti Monster in a Box RDM

Level	KXP	Psionics		Requisites: Chr 34, HNCL 18 Alignment: AN HD/level: 4d90 Weapon Prof.: 17+level To Hit Table: 2xCTD0 Saves: & 2xCust Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	6300	2--	---	
3	18900	22-	---	
4	37800	32-	---	
5	63000	32-	---	
6	94500	32-	---	
7	126000	33-	---	
8	189000	432	---	
9	252000	432	---	
10	315000	432	---	Additional Saves & ++level
11	378000	442	---	Level 1: Immune from being sent to "The Source".
12	441000	543	---	Level 3:,13:,23:,ect: 1X,1/d: Summon a DL 10+lvl monster and +1 slot.
13	504000	543	---	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.
14	567000	543	---	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	630000	553	2--	Level 6: Effective caster level is 157.
16	693000	654	2--	Level 8: Total HD is 361d12.
17	756000	654	2--	Known Powers
18	819000	654	2--	Neighborhood Trolley (SL=N): Summon a DL=N Trolley that may count as everybody's mount and with (10-N) V's: Planeshift. At SL=7, Between.
19	882000	664	3--	Anything You Want, You Got It (SL=N): Wishoid N.
20	945000	765	3--	May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).
21	1008000	765	3--	Psi∞ Supers (SL=11): Random Timeport (one target, 1dCCL timelines in random direction, no save)
22	1071000	765	3--	The Very Soil Shall Shake (SL=14): Subordinates you control have +20/+20
23	1134000	775	4--	Th/dmg/AC/saves and Great Cleave.
24	1197000	876	42-	Quivering Skin(SL=14): Anyone touching you suffers the effects of the Quivering Palm
25	1260000	876	42-	Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down, dispels it or creates an action bubble)
26	1323000	876	42-	Force Control Pain (SL=17): iDT 50-CCL.
27	1386000	886	52-	Annihilation(SL=20): The effects of your Concordant spells and abilities are permanent
28	1449000	987	53-	Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)
29	1512000	987	53-	
30	1575000	987	53-	
31	1638000	997	63-	
32	1701000	A98	64-	
33	1764000	A98	64-	
34	1827000	A98	64-	
35	1890000	AA8	742	
36	1953000	BA9	752	

Master Kryptonian4 RDM

Level	KXP	Psionics		Requisites: Str 36, HNCL 27, Race slots 3 Alignment: CN HD/level: 1d95 Weapon Prof.: 16+level/2 To Hit Table: & 3xFtr0 Saves: & always +0 Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	5700	2--	---	
3	17100	22-	---	
4	34200	32-	---	
5	57000	32-	---	
6	85500	32-	---	
7	114000	33-	---	
8	171000	432	---	
9	228000	432	---	
10	285000	432	---	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.
11	342000	442	---	Gets +1X action. Gets +LVL E actions.
12	399000	543	---	Overwrite HD/level with & 12d2
13	456000	543	---	You have +1 4th edition power (pick A, E, D, or U).
14	513000	543	---	Level 1:,2:,etc.: +2 arms. Counts as set of arms.
15	570000	553	2--	Level 1: For a potion, can make duration permanent or x2 effect.
16	627000	654	2--	Level 1:,2:,etc.: +1 Limb.
17	684000	654	2--	Level 1: Dragon Cleave Epic Feat (can Cleave an infinite number of times).
18	741000	654	2--	Level 4: You know all skills and have max ranks in each.
19	798000	664	3--	Level 5: Awe power Imprisons instead of Charms.
20	855000	765	3--	Level 9: You are Stepping Out of Artificial Resets Continuously permanently.
21	912000	765	3--	Level 10: Replace this classes HD from d10's to d1000's.
22	969000	765	3--	Level 18: +482 Str, -96Dex, +635 natural AC.
23	1026000	775	4--	Known Powers
24	1083000	876	42-	[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.
25	1140000	876	42-	An*1 Adventures of Max Hardcore (SL=N): Plane Shift N targets to the elemental plane of brown pudding.
26	1197000	876	42-	Your Will Is Not Your Own (SL=11): Gain control of target creature this segment. It get's +30/+30 Th/dmg/AC/saves.
27	1254000	886	52-	Force Echo (SL=11): Earthquake Range=X*CL ft.
28	1311000	987	53-	Anaretic(SL=14): Your attacks are Mordenkainen's Disjunction branded
29	1368000	987	53-	Farseeing (SL=14): Remote viewing forwards and backwards through time.
30	1425000	987	53-	Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down, dispels it or creates an action bubble)
31	1482000	997	63-	Black Honden (SL=17): Target will have his next CCL effects Countered (no save)
32	1539000	A98	64-	Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)
33	1596000	A98	64-	
34	1653000	A98	64-	Force Resonate (SL=20): Earthquake Range=X*CCL miles.
35	1710000	AA8	742	
36	1767000	BA9	752	

Supreme Lich7P RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4900	2--	---	---
3	14700	22-	---	---
4	29400	22-	---	---
5	49000	322	---	---
6	73500	322	---	---
7	98000	332	2--	---
8	147000	332	2--	---
9	196000	433	22-	---
10	245000	433	22-	---
11	294000	443	322	---
12	343000	443	322	---
13	392000	544	332	2--
14	441000	544	332	2--
15	490000	554	433	22-
16	539000	554	433	22-
17	588000	655	443	322
18	637000	655	443	322
19	686000	665	544	332
20	735000	665	544	332
21	784000	766	554	433
22	833000	766	554	433
23	882000	776	655	443
24	931000	776	655	443
25	980000	877	665	544
26	1029000	877	665	544
27	1078000	887	766	554
28	1127000	887	766	554
29	1176000	988	776	655
30	1225000	988	776	655
31	1274000	998	877	665
32	1323000	998	877	665
33	1372000	A99	887	766
34	1421000	A99	887	766
35	1470000	AA9	988	776
36	1519000	AA9	988	776

Requisites: Wis 35, HNCL 18

Alignment: JN

HD/level: & 3d70

Weapon Prof.: & 10+level/2

To Hit Table: War

Saves: & Mon

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

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

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

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

Level 27: Your exceptional Cml bonus "projects" onto any stat that your Cml is projected onto.

Level 27: +1G action. DR 500/-. You have all choices from Dimensional Mastery.

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

Known Spells:

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

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

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

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

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

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.

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

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

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

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

Super Istaril RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4200	2--	---	---
3	12600	22-	---	---
4	25200	22-	---	---
5	42000	322	---	---
6	63000	322	---	---
7	84000	332	2--	---
8	126000	332	2--	---
9	168000	433	22-	---
10	210000	433	22-	---
11	252000	443	322	---
12	294000	443	322	---
13	336000	544	332	2--
14	378000	544	332	2--
15	420000	554	433	22-
16	462000	554	433	22-
17	504000	655	443	322
18	546000	655	443	322
19	588000	665	544	332
20	630000	665	544	332
21	672000	766	554	433
22	714000	766	554	433
23	756000	776	655	443
24	798000	776	655	443
25	840000	877	665	544
26	882000	877	665	544
27	924000	887	766	554
28	966000	887	766	554
29	1008000	988	776	655
30	1050000	988	776	655
31	1092000	998	877	665
32	1134000	998	877	665
33	1176000	A99	887	766
34	1218000	A99	887	766
35	1260000	AA9	988	776
36	1302000	AA9	988	776

Requisites: Luck 15, HNCL 18
Alignment: any E
HD/level: 2d50(no con bonus)
Weapon Prof.: 6+level
To Hit Table: 3xRog
Saves: & Wiz
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Gets Exceptional Str, Dex, Con, and Int.
 Immunity to Fire. Low light vision. Rock Catching. Vulnerability to Cold.
 Overwrite HD/level with & 1d80
 Gets your LVL in SL's of Lich spells.
 You have +1 Secondary Skill and no XP doubling past level 36.
 Level 1:,2:,etc.: +1% Realness (multiplies all of your effects by xx(1+LVL/10)).
 Level 2: Starquartz Body: ++level or better weapon to hit, xMPIRR LVL*%.
 Known Spells:
 [Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)
 Oteract(SL=10): Travel through the 9th dimension to any alternate universe of any given P,M, T, Tech, etcetera factors.
 Force of Shadow (SL=11): Dim light levels in surrounding area CCL/10 miles.
 Spiritual Ancestry(SL=12): Gain the traits of any Outsider sub-type
 I Call on the Ancient Magics (SL=13): You get 2 research points to use this segment and your group gets 1 point.
 The Very Soil Shall Shake (SL=14): Subordinates you control have +20/+20
 Th/dmg/AC/saves and Great Cleave.
 Every Last Vestige Shall Rot (SL=15): Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.
 Shangri-La Spell (SL=16): Your summons attack as 2 DL's higher (stacks with earlier versions of this).
 Cleansing Fire (SL=17): Slay CCL groups of targets (no save)
 Neverending Torment (SL=18): For 1 round, each segment, Banhammer an effect as a 0 action.

The Fifth Unbreakable Shadow/ Legendary Lich4 RDM

Level	KXP	Spells			Requisites: Str 35, HNCL 18 Alignment: any N HD/level: 2d65 Weapon Prof.: 11+level To Hit Table: 3xM-U0 Saves: & always +0 Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	5000	2--	---	---	
3	15000	22-	---	---	
4	30000	22-	---	---	
5	50000	322	---	---	
6	75000	322	---	---	
7	100000	332	2--	---	
8	150000	332	2--	---	
9	200000	433	22-	---	
10	250000	433	22-	---	Freeze breath: Mouth's P: Rapidly cool something (it's temperature in Kelvin is divided by LVL+1 per segment). Can alternatively deal CCL cold dmg to a group.
11	300000	443	322	---	Know Shoggoth spells
12	350000	443	322	---	Overwrite HD/level with 2m0 (normal Con bonus squared)
13	400000	544	332	2--	+1 S action only usable in segment 5.
14	450000	544	332	2--	You have +1 4th edition power (pick A, E, D, or U).
15	500000	554	433	22-	Level 2:,8:,14:,ect: 1X, 1/d: iFreedom.
16	550000	554	433	22-	Level 2: 1X: Summon and dominate (no resistance) any one creature you used your "Trap the Soul" ability on.
17	600000	655	443	322	Level 3:,8:,13:,ect: 1X, 1/d: Become Intangible (immune matter) for 20+lvl rds.
18	650000	655	443	322	Level 5: Total HD is 91d12.
19	700000	665	544	332	Level 18: +1 G Action.
20	750000	665	544	332	Known Spells:
21	800000	766	554	433	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).
22	850000	766	554	433	Improved Spellcasting (S)(SL=10): Gain two new spell slots (any non-Concordant SL you have)
23	900000	776	655	443	Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.
24	950000	776	655	443	All in Good Time (SL=12): +1 X action. You may not cast Schemes next rd.
25	1000000	877	665	544	Look Skyward and Despair (SL=13): Summon CCL DL V flying Dragons (+1 slot).
26	1050000	877	665	544	Lord of the Skull(SL=14): You gain the Demilich Template
27	1100000	887	766	554	Imprison This Insolent Wretch (SL=15): Timestop one target until someone attacks that target.
28	1150000	887	766	554	Living Planet Spell (SL=16): You can attack any target you can perceive.
29	1200000	988	776	655	Let Me Out of Your Prison (SL=17): Eject (no resistance, no response, x22 multiplier effect).
30	1250000	988	776	655	Warmonger Spell (SL=18): 1M: A group gets +1 iihp.
31	1300000	998	877	665	
32	1350000	998	877	665	
33	1400000	A99	887	766	
34	1450000	A99	887	766	
35	1500000	AA9	988	776	
36	1550000	AA9	988	776	

Orange Evil Breaker0 RDM

Level	KXP	Psionics		Requisites: Int 34, HNCL 18 Alignment: J any HD/level: 4d60 Weapon Prof.: 5+level To Hit Table: 3xRog Saves: & 2xWar Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	5700	2--	---	
3	17100	22-	---	
4	34200	32-	---	
5	57000	32-	---	
6	85500	32-	---	
7	114000	33-	---	
8	171000	432	---	
9	228000	432	---	
10	285000	432	---	Gets Barbarian Str, Dex, and Con.
11	342000	442	---	Gets X21 powers. X21 powers that modify CL, ML, level, or XP cannot be applied to the G-Acter0 class. The powers that give Bonus to Mirrored XP cannot apply the bonus to the G-Acter0 class (you have to spend it elsewhere).
12	399000	543	---	Immune Acid.
13	456000	543	---	You have Overhit.
14	513000	543	---	Level 1: Regenerate 10*LVL/s.
15	570000	553	2--	Level 5: Your X0.13 Super powers give no XR.
16	627000	654	2--	Level 6: You may convert 4G -> 1JG. You may convert 2 IG -> 1 IQG.
17	684000	654	2--	Known Powers
18	741000	654	2--	Live-Action Puppet (SL=N): Summon CL DL=N Animated Hand Puppets.
19	798000	664	3--	Energy Bolt N (SL=N): Deal 10*(N-2) magic dmg to one group, cure that amount to another target
20	855000	765	3--	Shangri-La Spell (SL=11): You know your way to Shangri-La and can navigate people to it.
21	912000	765	3--	
22	969000	765	3--	Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.
23	1026000	775	4--	Your Fate Is Thrice Sealed (SL=14): +3 Research points you may use this rd only for spells.
24	1083000	876	42-	Numinous(SL=14): Anti-magic aura that does not impede your own magic
25	1140000	876	42-	Psi∞ Ultra+1(V)'s (SL=17): Loop Incursed (group, RSW save for 10 idmg)
26	1197000	876	42-	Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down, dispels it or creates an action bubble)
27	1254000	886	52-	Force Masking (SL=20): Nondection from all beings of Multiplier xCCL or less.
28	1311000	987	53-	Metempiric [Effect](SL=20): One of your effects is a No Resistance per hit.
29	1368000	987	53-	
30	1425000	987	53-	
31	1482000	997	63-	
32	1539000	A98	64-	
33	1596000	A98	64-	
34	1653000	A98	64-	
35	1710000	AA8	742	
36	1767000	BA9	752	

Unbreakable Bug Slayer RDM

Level	KXP	Psionics	Requisites: Wis 34, HNCL 18, Race slots 2 Alignment: non-T HD/level: & 1d20 Weapon Prof.: & 17+level To Hit Table: (none) Saves: & 3xM-U0 Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV WXY	
1	0	2-- ---	
2	103400	2-- ---	
3	310200	22- ---	
4	620400	32- ---	
5	1034000	32- ---	
6	1551000	32- ---	
7	2068000	33- ---	
8	3102000	432 ---	
9	4136000	432 ---	
10	5170000	432 ---	1M: commune, dream, ethereal jaunt, geas/quest, greater dispel magic, greater teleport, magic jar, sending, tongues, or limited wish.
11	6204000	442 ---	You have one free species enemy similar to Slayer mini-class.
12	7238000	543 ---	Level 4: Can trade 10000 hp into 1 ihp (as many times as you like).
13	8272000	543 ---	Level 5:8:,11:,ect: 1bX, 1/d: One target rerolls a attack, save, or check.
14	9306000	543 ---	Level 9:,19:,29:,ect: 1X, 1/d: ++20 TH.
15	10340000	553 2--	Level 9: Total HD is (462+level)d12.
16	11374000	654 2--	Known Powers
17	12408000	654 2--	Feather Shield N (SL=N): Blocks the first SL attacks (melee or ranged). Doesn't count as a stone skin.
18	13442000	654 2--	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.
19	14476000	664 3--	
20	15510000	765 3--	Force Gloomy Aura (SL=11): CL dmg cold aura with fear effect, radius=CL ft.
21	16544000	765 3--	Worldspine Wurm (SL=11): Worldspine Wurm (SL=11): Summon a DL XI Wurm with "When this is slain, Summon 3 DL V's and memorize this spell".
22	17578000	765 3--	
23	18612000	775 4--	Force Lightning (SL=14): 5^CCL force lightning dmg (no resist). May divide by 10,000 to make into idmg.
24	19646000	876 42-	Lord of Perfection(SL=14): You gain the Paragon Template
25	20680000	876 42-	Eternal Dominion (SL=17): For 1 round, each segment, Fork an effect as a 0 action.
26	21714000	876 42-	Psi∞ Ultra+1(V)'s (SL=17): Action Start (can be used while actions locked down, dispels it or creates an action bubble)
27	22748000	886 52-	
28	23782000	987 53-	Force Levitation (SL=20): Telekinesis Levitation X=X million pounds.
29	24816000	987 53-	Unearthly Dominance(SL=20): Foes with less than your HNCL automatically fail their saves
30	25850000	987 53-	
31	26884000	997 63-	
32	27918000	A98 64-	
33	28952000	A98 64-	
34	29986000	A98 64-	
35	31020000	AA8 742	
36	32054000	BA9 752	

Blue Anti- Champion(ArchDivine) 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: Dex 33, HNCL 18

Alignment: TS

HD/level: & 1d50

Weapon Prof.: & 10+level/2

To Hit Table: War

Saves: & 3xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

+(Chr bonus) to AC, +HNCL/4 (round down) to AT, DR (HCL/2)/Epic. SR HNCL+10+Divine Bonus, +HCL divine bonus to: AC; TH; checks; DC; initiative; saves and SR

Gets 1 script-X action per round. Shoggoth powers use F or script-X actions to use. 1/d: Gain (LVL+4)^2 Followers; they are level 1 and DL=1.

Specialization, MTG Blue School

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

Level 3:,13:,23:,ect: 1X,1/d: Summon a DL 10+lvl monster and +1 slot.

Level 9: You are Stepping Out of Artificial Resets Continuously permanently.

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

Known Spells:

Universal Max (SL=N): Wizard Wish N-2 (min SL1).

Crucio, the Cruciatu Curse (SL=10): Torture a target (xCCCL effect).

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

Lord of Bone(SL=12): You gain the Lich template

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

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

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

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

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

Oblivion(SL=18): The effects of your non-Concordant spells and abilities are permanent

Diety RDM

Level	KXP	Psionics		Requisites: Wis 35, HNCL 27, Race slots 4 Alignment: LW HD/level: & 3d25 Weapon Prof.: & 12+level/2 To Hit Table: 3xWiz Saves: & CTD0 Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	4600	2--	---	
3	13800	22-	---	
4	27600	32-	---	
5	46000	32-	---	
6	69000	32-	---	
7	92000	33-	---	
8	138000	432	---	
9	184000	432	---	
10	230000	432	---	+2*level Str and Cml.
11	276000	442	---	Can use 2P actions per segment.
12	322000	543	---	Know Legend spells
13	368000	543	---	Level 1: 1X, Gaze at a group: Awe power: Charm (no save, XR to resist)
14	414000	543	---	Level 1:,2:,etc.: +1 proficiency of any type.
15	460000	553	2--	Level 1:,2:,etc.: +1% Realness (multiplies all of your effects by xx(1+LVL/10)).
16	506000	654	2--	Level 2: Starquartz Body: ++level or better weapon to hit, xMPIRR LVL*%.
17	552000	654	2--	Level 3:,6:,9:,ect: 1bX, 1/d: iDimensional Anchor.
18	598000	654	2--	Level 5: Effective caster level is 91.
19	644000	664	3--	Level 5: Your X0.13 Super powers give no XR.
20	690000	765	3--	Level 5:,10:,15:,ect: 1X, 1/d: iForcecage.
21	736000	765	3--	Known Powers
22	782000	765	3--	Donkey Punch(SL=N): You and target grouped. Do one punch at +SL/xSL dmg and critical on 20-SL/x3
23	828000	775	4--	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.
24	874000	876	42-	As You Are Cloud (SL=11): As You Are/s.
25	920000	876	42-	Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)
26	966000	876	42-	Legendary [Ability Score](SL=14): Single ability score doubled
27	1012000	886	52-	Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Con
28	1058000	987	53-	Beacon of Tomorrows (SL=17): (cast 1/d, but you can pick this more than once) Take another segment after the current one.
29	1104000	987	53-	Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously
30	1150000	987	53-	Omnimath(SL=20): Your Concordant class levels can be changed at will (you can shift XP around)
31	1196000	997	63-	Metempiric Toughness(SL=20): +1 iihp
32	1242000	A98	64-	
33	1288000	A98	64-	
34	1334000	A98	64-	
35	1380000	AA8	742	
36	1426000	BA9	752	

Istari1JG RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	5300	2--	---	---
3	15900	22-	---	---
4	31800	22-	---	---
5	53000	322	---	---
6	79500	322	---	---
7	106000	332	2--	---
8	159000	332	2--	---
9	212000	433	22-	---
10	265000	433	22-	---
11	318000	443	322	---
12	371000	443	322	---
13	424000	544	332	2--
14	477000	544	332	2--
15	530000	554	433	22-
16	583000	554	433	22-
17	636000	655	443	322
18	689000	655	443	322
19	742000	665	544	332
20	795000	665	544	332
21	848000	766	554	433
22	901000	766	554	433
23	954000	776	655	443
24	1007000	776	655	443
25	1060000	877	665	544
26	1113000	877	665	544
27	1166000	887	766	554
28	1219000	887	766	554
29	1272000	988	776	655
30	1325000	988	776	655
31	1378000	998	877	665
32	1431000	998	877	665
33	1484000	A99	887	766
34	1537000	A99	887	766
35	1590000	AA9	988	776
36	1643000	AA9	988	776

Requisites: Chr 34, HNCL 18
Alignment: LS
HD/level: 4d80(no con bonus)
Weapon Prof.: 5+level/2
To Hit Table: Psi
Saves: & Rog
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

You stop aging mentally and physically, and are immune to aging.
 You defend as a x3 multiplier being.
 Know Hero spells
 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
 Level 4: Can trade 10000 hp into 1 ihp (as many times as you like).
 Level 5: Ability to summon a horde of 100-400 first level Munchkins. This summoning takes 24 hours
 Level 9: 0, 1/r: Unlimited Wish.
 Level 27: You may convert 16G -> 1LG.
 Known Spells:
 The One on the Right is on the Left (SL=N): Summon an angel & devil of DL SL-1.
 Divine Retribution [Divine](SL=10): You gain one additional action after your death
 May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).
 Eternal Freedom(SL=12): You are immune to spells and effects which impede movement
 Living Dungeon Spell (SL=13): Add your current boxes to your AC.
 Pugnacious(SL=14): DR(all types) is doubled
 Every Last Vestige Shall Rot (SL=15): Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.
 Transilient Reflexes(SL=16): You always succeed in Reflex saves (+1 PSave)
 Red Honden (SL=17): Spend an unspend GGL pick: Pixelate one target (no save)
 Eternal Dominion (SL=18): For 1 round, each segment, Fork an effect as a 0 action.

Elemental RDM

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

Requisites: Chr 33, HNCL 9

Alignment: any S

HD/level: $\ddagger\ddagger 3d40$

Weapon Prof.: 17+level/2

To Hit Table: Mon

Saves: & 2xPri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

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

Level 18: +1 G Action.

Known Powers

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

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

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

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

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

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

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

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

Metempiric Toughness(SL=20): +1 iihp

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

Arch- Acter(Worshiper of the Flying Immortal)2 RDM

Level	KXP	Psionics		Requisites: Str 36, HNCL 27 Alignment: non-G HD/level: 2d25 Weapon Prof.: 9+level/2 To Hit Table: Mon Saves: & 3xPsi Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	5000	2--	---	
3	15000	22-	---	
4	30000	32-	---	
5	50000	32-	---	
6	75000	32-	---	
7	100000	33-	---	
8	150000	432	---	
9	200000	432	---	
10	250000	432	---	Gets X21 powers. X21 powers that modify CL, ML, level, or XP cannot be applied to the G-Acter0 class. The powers that give Bonus to Mirrored XP cannot apply the bonus to the G-Acter0 class (you have to spend it elsewhere).
11	300000	442	---	Gets one X action per round. You know Cartographer2 Improved spells (possibly to use inside of your room slots). You cast Living Dungeon spells SL1 through 9 with X actions.
12	350000	543	---	Can use 2M+1V+1X per segment if desired.
13	400000	543	---	Immunity to Fire. Low light vision. Rock Catching. Vulnerability to Cold.
14	450000	543	---	Free Arch class adjective.
15	500000	553	2--	You have +1 Kit.
16	550000	654	2--	Level 1: Continuous Undetectable Alignment and Disguise Self.
17	600000	654	2--	Level 1: Can combine ACs from different sources.
18	650000	654	2--	Level 1:,6:,11:,ect: ++10 to tracking checks.
19	700000	664	3--	Level 1:,2:,etc.: +1 summon slot for Animals, Eelements, or Bugs.
20	750000	765	3--	Level 1: 1H or 1X, 1/r: High X Frequency Sample, see table on following page. You may "remember" powers, and put them in "Ultra" (U) slots.
21	800000	765	3--	Level 3:,8:,13:,ect: +12 ihp.
22	850000	765	3--	Level 3:,13:,23:,ect: 1X,1/d: Summon a DL 10+lvl monster and +1 slot.
23	900000	775	4--	Level 4: Continuous Clairvoyence
24	950000	876	42-	Known Powers
25	1000000	876	42-	[Status Name] Balls (SL=SEL+1): Do this Status Effect to one group (Spell save: 0)
26	1050000	876	42-	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.
27	1100000	886	52-	Realms Befitting My Majesty (SL=11): Create a new demiplane in the Astral.
28	1150000	987	53-	Enneract(SL=11): Travel through the 10th dimension to any alternate multiverse.
29	1200000	987	53-	Broken Ambitions (SL=14): (1bM to use) Counterspell, the target his next 4A worth of actions.
30	1250000	987	53-	Perfect Critical(SL=14): Your critical threat range is quintupled
31	1300000	997	63-	Eternal Dominion (SL=17): For 1 round, each segment, Fork an effect as a 0 action.
32	1350000	A98	64-	Psi∞ Ultra+1(V)'s (SL=17): Flash Summon Ultra+1 (summon a DL XIX monster, it attacks once now, then disappears)
33	1400000	A98	64-	Translooporal(SL=20): You can travel freely in timelines (loop travel)
34	1450000	A98	64-	Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)
35	1500000	AA8	742	
36	1550000	BA9	752	

Prismatic Unique Kryptonian(HeroHero)4 RDM

Level	KXP	Spells			
		ABC	DEF	GHI	
1	0	2--	---	---	Requisites: Cml 36, HNCL 18
2	5200	2--	---	---	Alignment: LS
3	15600	22-	---	---	HD/level: 3d65
4	31200	22-	---	---	Weapon Prof.: 3+level/2
5	52000	322	---	---	To Hit Table: 2xM-U0
6	78000	322	---	---	Saves: & 2xWar
7	104000	332	2--	---	Reference: RDM
8	156000	332	2--	---	Groups: Concordant(x2)
9	208000	433	22-	---	Complexity: CF=1
10	260000	433	22-	---	Has x1 "Reduced" versions of spells (per table)
11	312000	443	322	---	Resist Prismatic.
12	364000	443	322	---	You have +1 4th edition power (pick A, E, D, or U).
13	416000	544	332	2--	Level 1: 1N: Sending.
14	468000	544	332	2--	Level 1: x2hp for x1 Multiplier classes.
15	520000	554	433	22-	Level 1: Fly at your full movement rate.
16	572000	554	433	22-	Level 2,4,6,ect: Choose a Plane. Immune environment of the chosen plane.
17	624000	655	443	322	Level 5,10,15,ect: 1X, 1/d: iForceage.
18	676000	655	443	322	Level 5: You may apply a free "Stepping out of it" to any of the 'pick one' abilities.(no crapped)
19	728000	665	544	332	Level 9: Gets 1X action per round.
20	780000	665	544	332	Level 13: +1 G action.
21	832000	766	554	433	Known Spells:
22	884000	766	554	433	Max Faktor (SL=N): Pick MF, PF, PsiF, TechF. Raise or lower it by N.
23	936000	776	655	443	Three-Weapon Fighting(SL=10): You fight three-weapon style, juggling a third weapon
24	988000	776	655	443	As You Are Cloud (SL=11): As You Are/s.
25	1040000	877	665	544	Dragon Companion(SL=12): Gain a dragon companion (Animal Companion with 1/5 your XP instead of 1/10)
26	1092000	877	665	544	Shangri-La Spell (SL=13): Immune Concordant Twilighting.
27	1144000	887	766	554	Quixotic(SL=14): You can re-roll any dice roll (yours or friend's) 1/s
28	1196000	887	766	554	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).
29	1248000	988	776	655	Living Planet Spell (SL=16): Add you current hp to your dmg. (Dragon Lancing).
30	1300000	988	776	655	Night's Reach (SL=17): Natural Set CCL targets (no save)
31	1352000	998	877	665	Endless Swarm (SL=18): For 1 round, each segment, double the number of your summons (they're in the same summon slot as the original)
32	1404000	998	877	665	
33	1456000	A99	887	766	
34	1508000	A99	887	766	
35	1560000	AA9	988	776	
36	1612000	AA9	988	776	

Indigo Divine RDM

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

Requisites: Dex 32, HNCL 18

Alignment: non-C

HD/level: & 2e75

Weapon Prof.: & 1+level/2

To Hit Table: M-U0

Saves: & 3xWar

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

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

X-ray vision through anything except lead.

Fly at 30" (AA).

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

Immune Insanity.

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

Known Spells:

Universal Max (SL=N): Wizard Wish N-2 (min SL1).

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

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

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

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".

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

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

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

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

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

Infinite Supreme Dragon/ GrandTier1JG RDM

Level	KXP	Spells			Requisites: Con 36, HNCL 27 Alignment: LS HD/level: 4d65 Weapon Prof.: 7+level To Hit Table: always +0 Saves: & 2xWiz Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	Hold G actions. You may use 1S+1V+1X+1G per segment. You may convert 1G -> 1X and 1X->1F. 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. 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). Has "infinite" of choose one: To Hit, melee dmg, ranged dmg, AC, or saves. Certain abilities may be limited to a finite amount, due to Multiverse Project limits. 1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves. Level 1: Effective caster level is 6. Level 3: 1E: Lend an E action to a creature or item. Level 3: Effective caster level is 15. Level 4: 1X: Summon a DL = LVL*2 Hecatoncheires. Level 6: Effective caster level is 157. Level 8: You may affect +level-7 groups with your 'pick one' abilities. Level 9: Can use 3M actions per segment. Level 9: Immune all natural and magical elements. DR 60/-. Divine Senses range = same plane. All movement speeds are increased 10x. You know all skills. Immune Destruction(same multiplier or less). Known Spells: Brightflame N (SL=N): Deal 10*(N-4) dmg to a group, you cure the total damage done (to all creatures) to one target. Villain Number One (SL=10): Cast a CSL=1 Villain spell. Force Echo (SL=11): Earthquake Range=X*CL ft. Fortuity (S)(SL=12): You gain a +1 Luck Bonus on all rolls Embrace My Diabolical Vision (SL=13): Reset you and one group. That group only gets back 4 SL's. Living Planet Spell (SL=14): Gain an extra retaliatory attack for every time you are injured. Eject(SL=15): Eject to the Capital W Warehouse in San Francisco. 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. Seeing Winds (SL=17): Capital F Fix and Natural Reset one target Omnific Architect(SL=18): Creation times for items you create is instantaneous
2	105100	2--	---	---	
3	315300	22-	---	---	
4	630600	22-	---	---	
5	1051000	322	---	---	
6	1576500	322	---	---	
7	2102000	332	2--	---	
8	3153000	332	2--	---	
9	4204000	433	22-	---	
10	5255000	433	22-	---	
11	6306000	443	322	---	
12	7357000	443	322	---	
13	8408000	544	332	2--	
14	9459000	544	332	2--	
15	10510000	554	433	22-	
16	11561000	554	433	22-	
17	12612000	655	443	322	
18	13663000	655	443	322	
19	14714000	665	544	332	
20	15765000	665	544	332	
21	16816000	766	554	433	
22	17867000	766	554	433	
23	18918000	776	655	443	
24	19969000	776	655	443	
25	21020000	877	665	544	
26	22071000	877	665	544	
27	23122000	887	766	554	
28	24173000	887	766	554	
29	25224000	988	776	655	
30	26275000	988	776	655	
31	27326000	998	877	665	
32	28377000	998	877	665	
33	29428000	A99	887	766	
34	30479000	A99	887	766	
35	31530000	AA9	988	776	
36	32581000	AA9	988	776	

Munchkin RDM

Level	KXP	Psionics
		SUV WXY
1	0	2-- ---
2	5200	2-- ---
3	15600	22- ---
4	31200	32- ---
5	52000	32- ---
6	78000	32- ---
7	104000	33- ---
8	156000	432 ---
9	208000	432 ---
10	260000	432 ---
11	312000	442 ---
12	364000	543 ---
13	416000	543 ---
14	468000	543 ---
15	520000	553 2--
16	572000	654 2--
17	624000	654 2--
18	676000	654 2--
19	728000	664 3--
20	780000	765 3--
21	832000	765 3--
22	884000	765 3--
23	936000	775 4--
24	988000	876 42-
25	1040000	876 42-
26	1092000	876 42-
27	1144000	886 52-
28	1196000	987 53-
29	1248000	987 53-
30	1300000	987 53-
31	1352000	997 63-
32	1404000	A98 64-
33	1456000	A98 64-
34	1508000	A98 64-
35	1560000	AA8 742
36	1612000	BA9 752

Requisites: Int 35, HNCL 18
Alignment: L any
HD/level: 1d100
Weapon Prof.: 12+level/2
To Hit Table: Rog
Saves: & 3xWiz
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

You have an additional Avangion2 progression
 Level 1: Immune Magic, Gravity, Fast Heal 1500, and DR 1500/-
 Level 2: Starquartz Body: ++level or better weapon to hit, xMPIRR LVL*%.
 Level 3: +80 elemental mastery bonus to AC, Th, ability checks, DC's, initiative and saves.
 Level 3: Immune mind-effecting.
 Level 3,6,9,ect: 1bX, 1/d: Redirect all damage from one target to you for lvl rds.
 Level 9: Effective caster level is 462+level.
 Level 13: Your X0.13 Ultra powers give no XR.
 Level 13: Your X0.13 Ultra powers give no XR.
 Known Powers
 X While Y (SL=N): Choose an action with "ing" at the end of it and a negative status effect of SEL=SL; You may take that action while under that status effect.
 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): Reroll die (1bV to use, reroll a die roll you just made)
 Enneract(SL=11): Travel through the 10th dimension to any alternate multiverse.
 Quivering Skin(SL=14): Anyone touching you suffers the effects of the Quivering Palm
 Doppelganger(SL=14): Shapechange into individuals, duplicating their innate/racial powers
 Force Absorb/Dissipate Energy (SL=17): Absorb X idmg of any E factor element or celement.
 Seeing Winds (SL=17): Capital F Fix and Natural Reset one target
 Psi∞ Ultra+2(W)'s (SL=20): Flash Summon Ultra+2 (summon a DL XXII monster, it attacks once now, then disappears)
 Metempiric [Effect](SL=20): One of your effects is a No Resistance per hit.