

Maldev Concordant0 RDM

Level	KXP	Spells			Requisites: Str 33, HNCL 18 Alignment: NE HD/level: 4d25 Weapon Prof.: 5+level To Hit Table: 2xWiz Saves: & 3xCust 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-	---	Additional To Hit & +level
11	276000	443	322	---	Gets an X action per round.
12	322000	443	322	---	Gets 1X action per round.
13	368000	544	332	2--	Can apply a free "Crude Neutronium" weapon adjective to one weapon.
14	414000	544	332	2--	You have Overhit.
15	460000	554	433	22-	Level 1:,2:,etc.: +1 proficiency of any type.
16	506000	554	433	22-	Level 3: 1S: Stun wave 480ft radius. Will save, DC=85.
17	552000	655	443	322	Level 9:,19:,29:,ect: 1X, 1/d: ++20 TH.
18	598000	655	443	322	Known Spells:
19	644000	665	544	332	An*1 Adventures of Max Hardcore (SL=N): Plane Shift N targets to the elemental plane of brown pudding.
20	690000	665	544	332	THETAN TRANCENDANCE (SL = 10): Ignore body of followers requirement and +9HNCL for False God class.
21	736000	766	554	433	Psi∞ Supers (SL=11): Sporacle (random SEL 8 status effect, one target, no save)
22	782000	766	554	433	Cunning Mind(SL=12): +(Int bonus) TH
23	828000	776	655	443	Look Skyward and Despair (SL=13): Summon CCL DL V flying Dragons (+1slot).
24	874000	776	655	443	[Total] Ability Score(SL=14): Add your opponents ability score to your own
25	920000	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.
26	966000	877	665	544	Superluminal(SL=16): You can move at the speed of light
27	1012000	887	766	554	Dichotomancy (SL=17): For each protection effect on the target, you get a copy of it for yourself. For each summon he has, you get a copy of it for yourself.
28	1058000	887	766	554	Living Planet Spell (SL=18): You ignore other people's immunities and resistances.
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	

Multi-Classed Planetar2 RDM

Level	KXP	Spells			Requisites: Chr 35, HNCL 18 Alignment: AE HD/level: & 4d70 Weapon Prof.: & 19+level To Hit Table: 2xWar Saves: & Cust Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	6700	2--	---	---	
3	20100	22-	---	---	
4	40200	22-	---	---	
5	67000	322	---	---	
6	100500	322	---	---	
7	134000	332	2--	---	
8	201000	332	2--	---	
9	268000	433	22-	---	
10	335000	433	22-	---	Undead-type immunities (Fear, ESP, Telepathy, Mind attacks, etc.)
11	402000	443	322	---	2/reset: Convert a spell/scheme not on the list from MTG to D&D.
12	469000	443	322	---	For one group on this class, you may mix in one class you know that shares a group with it.
13	536000	544	332	2--	You have +1 Kit.
14	603000	544	332	2--	Level 1: You always win initiative. You can't be surprised.
15	670000	554	433	22-	Level 1: Whenever one of your tentacles is severed, it becomes a DL=10+CCL astral worm/akrisha.
16	737000	554	433	22-	Level 1: x2hp for x1 Multiplier classes.
17	804000	655	443	322	Level 1: Regenerate 10*LVL/s.
18	871000	655	443	322	Level 2: Immune Gravity and 0, LVL/d: ++20 to one saving throw.
19	938000	665	544	332	Level 3: 1X: Pick one: Capital F Fold, Loop Incurse, Lower Multiplier, or Truename
20	1005000	665	544	332	Erase (one group, no save).
21	1072000	766	554	433	Level 18: +1 G Action.
22	1139000	766	554	433	Known Spells:
23	1206000	776	655	443	The One on the Right is on the Left (SL=N): Summon an angel & devil of DL SL-1.
24	1273000	776	655	443	Divine Retribution [Divine](SL=10): You gain one additional action after your death
25	1340000	877	665	544	Force Throw (SL=11): Knockback CCL/2 miles.
26	1407000	877	665	544	Feed the Machine (SL=12): Slay CCL*2 Subordinates(one target) or CCL
27	1474000	887	766	554	Subordinates (one group)
28	1541000	887	766	554	Evil Comes to Fruition (SL=13): Summon CCL*7 DL 0 Plants or 10 DL III Beasts.
29	1608000	988	776	655	Approach My Molten Realm (SL=14): x2 dmg from all sources in the room this rd.
30	1675000	988	776	655	Imprison This Insolent Wretch (SL=15): Timestop one target until someone attacks that target.
31	1742000	998	877	665	Introductions Are in Order (SL=16): Summon a DL CCL creature you control and understand (+1 slot).
32	1809000	998	877	665	Force Choke Hold (SL=17): Ranged touch attack that hits: CCL untyped idmg. Target cannot take actions.
33	1876000	A99	887	766	Omniversal(SL=18): Your attacks are felt by all enemies in your group (Cascade Ram)
34	1943000	A99	887	766	
35	2010000	AA9	988	776	
36	2077000	AA9	988	776	

Black Brain Legend Slayer RDM

Level	KXP	Spells			Requisites: Dex 36, HNCL 27 Alignment: JS HD/level: & 1d65+94 Weapon Prof.: & 2+level To Hit Table: & 2xWiz Saves: & Wiz Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	106300	2--	---	---	
3	318900	22-	---	---	
4	637800	22-	---	---	
5	1063000	322	---	---	
6	1594500	322	---	---	
7	2126000	332	2--	---	
8	3189000	332	2--	---	
9	4252000	433	22-	---	
10	5315000	433	22-	---	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).
11	6378000	443	322	---	Grant Spells (Su): Ascended Deities can grant spells of any level.
12	7441000	443	322	---	0, 1/s: Choose Black Death's Axe, Bow, or Sword and summon/dismiss that item.
13	8504000	544	332	2--	Specialization, MTG Black School
14	9567000	544	332	2--	You have one free species enemy similar to Slayer mini-class.
15	10630000	554	433	22-	Level 1: Quadruple specialized (6 half-plusses plus two slots of "buffering" for off-handedness) in every weapon.
16	11693000	554	433	22-	Level 1:,2:,etc.: +1G action
17	12756000	655	443	322	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.
18	13819000	655	443	322	Level 2: Immune Gravity and 0, LVL/d: ++20 to one saving throw.
19	14882000	665	544	332	Level 3: Ability to re-roll unfavorable rolls (only once per roll). This applies to hit point gains, damage rolls, 'to-hit' rolls, everything.
20	15945000	665	544	332	Level 4: Pick up to LVL concordant spells You may N-ary material component them, using 1Z+1V+1QV+1QQV+1QQQV+...
21	17008000	766	554	433	Level 7: Total HD is 261d12.
22	18071000	766	554	433	Level 11: +1bX.
23	19134000	776	655	443	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.
24	20197000	776	655	443	Known Spells:
25	21260000	877	665	544	Anything You Want, You Got It (SL=N): Wishoid N.
26	22323000	877	665	544	Pre-emptive Strike(SL=10): You can make one attack in segment 0 (before segment 1)
27	23386000	887	766	554	My Undead Horde Awakens (SL=11): Revive a slain subordinate on monster's side of combat.
28	24449000	887	766	554	Blood Strike(SL=12): You can expend hit points to increase damage (max=CCL*CCL)
29	25512000	988	776	655	A Display of My Dark Power (SL=13): Psi cost half points, Spells cost half slots, abilities have double uses this rd.
30	26575000	988	776	655	Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Str
31	27638000	998	877	665	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).
32	28701000	998	877	665	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.
33	29764000	A99	887	766	Demigod Cloud(SL=17): +1 G action.
34	30827000	A99	887	766	Omnific Toughness(SL=18): +CCL ihp
35	31890000	AA9	988	776	
36	32953000	AA9	988	776	

The Greatest Shadow RDM

Level	KXP	Spells			Requisites: Str 34, HNCL 18 Alignment: L any HD/level: & 4d25 Weapon Prof.: & 19+level/2 To Hit Table: 2xPsi Saves: & 2xCTD0 Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		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-	---	Can use 2M+1V+1X per segment if desired.
11	318000	443	322	---	All of your effects are undispellable
12	371000	443	322	---	Immune to ability score damage, disease, normal/para/quasi elements, poison.
13	424000	544	332	2--	Free Paragon racial adjective.
14	477000	544	332	2--	Level 1: The Munchkin gains ranger, druid, thief, monk, barbarian, psionicist, and paladin abilities equal to his level.
15	530000	554	433	22-	Level 1: 1bX, LVL/d: Choose a phrase of one or two words. You Sustain whatever that phrase is with respect to your character. Collective acronyms count as a single word each (e.g. "HNCL" counts as one word). You must put the word "my" in front of it. (Examples: True Name, Max hp, Stats, Actions, Class slots, Race slots, etc.).
16	583000	554	433	22-	Level 1: Immune Force and 0, LVL/d: ++20 TH.
17	636000	655	443	322	Known Spells:
18	689000	655	443	322	Roughing up the Suspect(SL=N): Target takes SL^2 dmg and can't take physical actions.
19	742000	665	544	332	Greater Critical Multiplier(SL=10): Your critical multiplier is trebled
20	795000	665	544	332	Psi∞ Supers (SL=11): Telekinetic Damage (group, CCLd4 idmg, no save)
21	848000	766	554	433	I Delight in Your Convulsions (SL=12): CCL*30 Vile Grave dmg (one group). You heal (above max) all dmg dealt.
22	901000	766	554	433	I Call on the Ancient Magics (SL=13): You get 2 research points to use this segment and your group gets 1 point.
23	954000	776	655	443	Quixotic(SL=14): You can re-roll any dice roll (yours or friend's) 1/s
24	1007000	776	655	443	Imprison This Insolent Wretch (SL=15): Timestop one target until someone attacks that target.
25	1060000	877	665	544	Superluminal(SL=16): You can move at the speed of light
26	1113000	877	665	544	Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously
27	1166000	887	766	554	Enduring Ideal (SL=18): For 1 round, each segment, cast a SL 0-16 Priest spell as a 0 action.
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	

Arch- War Bugbear/ Legendary Pawn RDM

Level	KXP	Spells			Requisites: Wis 36, HNCL 27 Alignment: AN HD/level: & 4d90 Weapon Prof.: & 9+level To Hit Table: 2xM-U0 Saves: & 3xPsi Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	7100	2--	---	---	
3	21300	22-	---	---	
4	42600	22-	---	---	
5	71000	322	---	---	
6	106500	322	---	---	
7	142000	332	2--	---	
8	213000	332	2--	---	
9	284000	433	22-	---	
10	355000	433	22-	---	You may "material component" psionic powers from any of your x1 or x2 classes, by spending 1V action. You get free material componenting when using powers from the Brain in a Box class, and if you spend 1V, you get double material componenting.
11	426000	443	322	---	+1 Feat per level.
12	497000	443	322	---	Know Dark Lord2 spells
13	568000	544	332	2--	Free Arch class adjective.
14	639000	544	332	2--	Level 1: Can combine ACs from different sources.
15	710000	554	433	22-	Level 1:,2:,etc.: +1 head.
16	781000	554	433	22-	Level 2:,7:,12:,ect: 1X, 1/d: Between.
17	852000	655	443	322	Level 2: Immune local terrain.
18	923000	655	443	322	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.
19	994000	665	544	332	Level 7: Can trade 10000 Infini Boxes into one iiBox of the same type.
20	1065000	665	544	332	Level 8: Effective caster level is 361.
21	1136000	766	554	433	Level 18: +482 Str, -96Dex, +635 natural AC.
22	1207000	766	554	433	Level 38: Get a "Level 1:" pick from any x2 Concordant class. I generally don't
23	1278000	776	655	443	"paragraph symbol" x2 class "Level:" 's, but the DM will tell you if you chose something not in the spirit of what I intended.
24	1349000	776	655	443	Known Spells:
25	1420000	877	665	544	An*1 Adventures of Max Hardcore (SL=N): Plane Shift N targets to the elemental plane of brown pudding.
26	1491000	877	665	544	Superior Quivering Palm(SL=10): Use the quivering palm attack once per round
27	1562000	887	766	554	May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).
28	1633000	887	766	554	
29	1704000	988	776	655	My Wish Is Your Command (SL=12): Cast a non-summon spell from a target's memorization.
30	1775000	988	776	655	
31	1846000	998	877	665	Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.
32	1917000	998	877	665	Pugnacious(SL=14): DR(all types) is doubled
33	1988000	A99	887	766	Imprison This Insolent Wretch (SL=15): Timestop one target until someone attacks that target.
34	2059000	A99	887	766	Transilient Reflexes(SL=16): You always succeed in Reflex saves (+1 PSave)
35	2130000	AA9	988	776	Force Control Pain (SL=17): iDT 50-CCL.
36	2201000	AA9	988	776	Omnipresent(SL=18): You can be in CCL groups at the same time

Istari RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4400	2--	---	---
3	13200	22-	---	---
4	26400	22-	---	---
5	44000	322	---	---
6	66000	322	---	---
7	88000	332	2--	---
8	132000	332	2--	---
9	176000	433	22-	---
10	220000	433	22-	---
11	264000	443	322	---
12	308000	443	322	---
13	352000	544	332	2--
14	396000	544	332	2--
15	440000	554	433	22-
16	484000	554	433	22-
17	528000	655	443	322
18	572000	655	443	322
19	616000	665	544	332
20	660000	665	544	332
21	704000	766	554	433
22	748000	766	554	433
23	792000	776	655	443
24	836000	776	655	443
25	880000	877	665	544
26	924000	877	665	544
27	968000	887	766	554
28	1012000	887	766	554
29	1056000	988	776	655
30	1100000	988	776	655
31	1144000	998	877	665
32	1188000	998	877	665
33	1232000	A99	887	766
34	1276000	A99	887	766
35	1320000	AA9	988	776
36	1364000	AA9	988	776

Requisites: Cml 32, HNCL 18

Alignment: CE (Overwrite to all other classes)

HD/level: 3d35

Weapon Prof.: 11+level/2

To Hit Table: Mon

Saves: & 3xPsi

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.

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

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

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

Known Spells:

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

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

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

[Energy] Immunity(SL=12): You are immune to one type of energy

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

Time Stretch (SL=14): +2 Q∞M actions this segment

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

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

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

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

Overlord(Pinpoint 0.27)1JG RDM

Level	KXP	Psionics		Requisites: HNCL 18 Alignment: TG HD/level: 2d55 Weapon Prof.: 19+level To Hit Table: Psi Saves: & 3xCTD0 Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		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	---	Additional To Hit & +level*3
11	312000	442	---	+1 extra Kit per level.
12	364000	543	---	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.)
13	416000	543	---	
14	468000	543	---	Gets Ultra Barbarian Str, Dex, Con; bonus = +(stat-22)*4. Ultra Barbarian Str, Dex, and Con are applied to all of your classes.
15	520000	553	2--	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
16	572000	654	2--	Level 1: 1F,1/day: Discern Location (person or object) across planes that moves with the person or object (no resistance).
17	624000	654	2--	Known Powers
18	676000	654	2--	[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)
19	728000	664	3--	Feather Shield N (SL=N): Blocks the first SL attacks (melee or ranged). Doesn't count as a stone skin.
20	780000	765	3--	
21	832000	765	3--	Psi∞ Supers (SL=11): Flash Summon Super (summon a DL XIII monster, it attacks once now, then disappears)
22	884000	765	3--	
23	936000	775	4--	Living Dungeon Spell (SL=11): Duplicate an X4 super or less.
24	988000	876	42-	Shangri-La Spell (SL=14): Your summons attack as 2 DL's higher (stacks with earlier versions of this).
25	1040000	876	42-	Villain Cloud (SL=14): Your clouds cannot be resisted.
26	1092000	876	42-	Force Absorb/Dissipate Energy (SL=17): Absorb X idmg of any E factor element or element.
27	1144000	886	52-	Psi∞ Ultra+1(V)'s (SL=17): Flash Summon Ultra+1 (summon a DL XIX monster, it attacks once now, then disappears)
28	1196000	987	53-	
29	1248000	987	53-	Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.
30	1300000	987	53-	Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)
31	1352000	997	63-	
32	1404000	A98	64-	
33	1456000	A98	64-	
34	1508000	A98	64-	
35	1560000	AA8	742	
36	1612000	BA9	752	

Blue False farian7P5 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: Int 35, HNCL 27
Alignment: non-E (Overwrite to all other classes)
HD/level: & 2d50
Weapon Prof.: & 4+level
To Hit Table: Cust
Saves: & 2xWiz
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=1

Severe Allergy to Kryptonite (this would count as an SN=8 Unusual Material in the Collective; Cost x800000; Weight same; No combat adjustments)
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.
Gets Giga Barb Con [bonus = (Con-28)*11/2], Barb Wis, and Barb Chr.
+2*level Str and Cml.
Specialization, MTG Blue School
You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
Level 1: 1X: Create a "crimson" light-saber. It is a size M weapon, weightless, damage CCLd20 and has a crit range of 15+ for x(4+CCL); ++CCL TH/xCCL dmg. It is disintegration branded. You may lend it out.
Level 1: 1X: Trap the Soul (1 creature, no save, no XR).
Level 2: +16 insight bonus to: AC, To hit, ability checks, CL checks, skill checks, turning checks, DC's for spells/abilities, initiative, saves, and SR.
Level 2:;,5;:,8;:,ect: 1bX, 1/d: One target gets a save when no save.
Level 2:;,6;:,10;:,ect: 1X, 1/d: iKnock.
Level 3:;,6;:,9;:,ect: 1bX, 1/d: iDimensional Anchor.
Level 4: iDT 1 and ixDR 1.
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:
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).
* Mass Mass Cureall (SL=10): Curealls up to 100 groups of creatures. (Yes, this can be reversed.)
I Know All, I See All (SL=11): +1OppF only for monster's side of combat.
Lord of Blood(SL=12): You gain the Vampire template
Nature Demands an Offering (SL=13): Put a summon, item, and spell effect into an enemy's inventory hidden.
Psi∞ Ultras (SL=14): Effect Immunity (1bV to use, immune to an effect for this segment)
B.F.M.* (SL=15): 1X: Summon a DL XV The-Biggest-Baddest-Nastiest-Scariest-Creature-You'll-Ever-See (Costs 2 summon slots, counts as a B.F.M. familiar).
Shangri-La Spell (SL=16): Pixilate a group (no save, XR to resist)
Sway of the Stars (SL=17): Everyone's hp total in the room is set to 70. The current half-segment ends.
Omnipersonal(SL=18): When you are damaged, all opponents in your group also suffer your damage.

Arch- Pasta Planetar Slayer RDM

Level	KXP	Spells			Requisites: Con 35, HNCL 18 Alignment: CG HD/level: & 4d95 Weapon Prof.: & 3+level/2 To Hit Table: Wiz Saves: & Rog Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	105800	2--	---	---	
3	317400	22-	---	---	
4	634800	22-	---	---	
5	1058000	322	---	---	
6	1587000	322	---	---	
7	2116000	332	2--	---	
8	3174000	332	2--	---	
9	4232000	433	22-	---	
10	5290000	433	22-	---	Gets Massive Barb Int [bonus = (Stat-26)*5].
11	6348000	443	322	---	You may roll 1d100 to hit like the Anti-Barbarian100 class. Automatically hits (succeeds) on a natural 90-100. Automatically misses on a 01-09. Critical ranges for weapons are 4 times listed values (so 20+/x2 becomes 80+/x2, and 16+/x4 becomes 64+/x4).
12	7406000	443	322	---	
13	8464000	544	332	2--	
14	9522000	544	332	2--	You may material component your X0.13 (Pinpoint X13) powers and Breaker spells. Free Arch class adjective.
15	10580000	554	433	22-	You have one free species enemy similar to Slayer mini-class.
16	11638000	554	433	22-	Level 1: Schemes you cast from this class are No Resistance.
17	12696000	655	443	322	Level 1:,2:,etc.: +1 ihp.
18	13754000	655	443	322	Level 1: You fly at CCL c (CCL times the speed of light).
19	14812000	665	544	332	Level 1:,4:,7:,ect: 1X, 1/d: ++2TH and dmg(+2dmg dice) for 10rds.
20	15870000	665	544	332	Level 2:,8:,14:,ect: 1X, 1/d: iFreedom.
21	16928000	766	554	433	Level 4: You may convert 2G -> 1 of any action type you have or specifically need to use an ability.
22	17986000	766	554	433	Level 9: Total HD is (462+level)d12.
23	19044000	776	655	443	Known Spells:
24	20102000	776	655	443	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.
25	21160000	877	665	544	Automatic Writing(SL=10): Any spells you witness are automatically added to your spellbook
26	22218000	877	665	544	Your Barriers Afford you No Quarter (SL=11): Imprisonment/Freedom/Down a Hole/Get out of Down a Hole. (no save, GR to resist, x3 multiplier effect).
27	23276000	887	766	554	Adamantine Body(SL=12): Your body turns to living adamantine; +40 Str; DR 20/-; +20 AC; -8 Dex
28	24334000	887	766	554	I Call on the Ancient Magics (SL=13): You get 2 research points to use this segment and your group gets 1 point.
29	25392000	988	776	655	Time Dilation(SL=14): Can use 2X actions per segment (if you have them)
30	26450000	988	776	655	Living Dungeon Spell (SL=15): Add your current boxes to your Th.
31	27508000	998	877	665	Polymath(SL=16): Your non-Concordant class levels can be changed at will (you can shift XP around)
32	28566000	998	877	665	Psi∞ Ultra+1(V)'s (SL=17): Random Omniverseport (one target, 1d(CCL-8) Omniverses in a random direction, no save)
33	29624000	A99	887	766	Warmonger Spell (SL=18): 1M: A group gets +1 iidmg.
34	30682000	A99	887	766	
35	31740000	AA9	988	776	
36	32798000	AA9	988	776	

Arch- Clerical Spawn RDM

Level	KXP	Spells			Requisites: HNCL 18 Alignment: NS HD/level: & 2d25 Weapon Prof.: & 7+level/2 To Hit Table: CTD0 Saves: & Ftr0 Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	4100	2--	---	---	
3	12300	22-	---	---	
4	24600	22-	---	---	
5	41000	322	---	---	
6	61500	322	---	---	
7	82000	332	2--	---	
8	123000	332	2--	---	
9	164000	433	22-	---	
10	205000	433	22-	---	Count as Human, King. Severe Allergy to arrows.
11	246000	443	322	---	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.
12	287000	443	322	---	Can move through solid objects made of any element as if it was air.
13	328000	544	332	2--	Gets a free Shangri-La racial adjective as shown below. Gets 1X action per round. You stop aging mentally and physically, and are immune to aging.
14	369000	544	332	2--	Free Arch class adjective.
15	410000	554	433	22-	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.
16	451000	554	433	22-	Level 1: 1X: Wish.
17	492000	655	443	322	Level 1: Effective caster level is 6.
18	533000	655	443	322	Level 2:,5:,8:,ect: +1 to Backstab multiplier.
19	574000	665	544	332	Level 3: Total HD is 15d12.
20	615000	665	544	332	Known Spells:
21	656000	766	554	433	[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)
22	697000	766	554	433	Automatic Writing(SL=10): Any spells you witness are automatically added to your spellbook
23	738000	776	655	443	Psi∞ Supers (SL=11): Disruption (group, 5 idmg, RSW save for 1 idmg)
24	779000	776	655	443	Iron Body(SL=12): Your manifestation turns to iron; +26 Str; DR 10/-; +10 AC; -5
25	820000	877	665	544	Dex
26	861000	877	665	544	My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X*10hp and Regain X SL's back.
27	902000	887	766	554	Your Fate Is Thrice Sealed (SL=14): +3 Research points you may use this rd only for spells.
28	943000	887	766	554	
29	984000	988	776	655	Shangri-La Spell (SL=15): 1X: For this segment, you are immune Demigod
30	1025000	988	776	655	Twilighting.
31	1066000	998	877	665	Ultimate Weapon Focus(SL=16): +CCL iTH
32	1107000	998	877	665	Psi∞ Ultra+1(V)'s (SL=17): Flash Summon Ultra+1 (summon a DL XIX monster, it attacks once now, then disappears)
33	1148000	A99	887	766	Living Planet Spell (SL=18): You ignore other people's immunities and resistances.
34	1189000	A99	887	766	
35	1230000	AA9	988	776	
36	1271000	AA9	988	776	

Infinite Shadow RDM

Level	KXP	Psionics		Requisites: Wis 35, HNCL 18 Alignment: NS HD/level: 2d100(no con bonus) Weapon Prof.: 16+level To Hit Table: & 3xWar Saves: & 3xCTD0 Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	106200	2--	---	
3	318600	22-	---	
4	637200	32-	---	
5	1062000	32-	---	
6	1593000	32-	---	
7	2124000	33-	---	
8	3186000	432	---	
9	4248000	432	---	
10	5310000	432	---	Divide the cost of weapons by (2*LVL). Applies to non-magical, magical, weapon adjectives, and unusual materials for weapons.
11	6372000	442	---	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.
12	7434000	543	---	Level 2,5,8,ect: +15*lvl to all rogue abilities.
13	8496000	543	---	Level 4: Effective caster level is 21.
14	9558000	543	---	Level 4: All your X0.13 (Pinpoint X13) and Breaker spells cost 0 actions (limit = CCL/r).
15	10620000	553	2--	Level 4: Fear Aura. Will save, DC=85.
16	11682000	654	2--	Level 6: Effective caster level is 157.
17	12744000	654	2--	Known Powers
18	13806000	654	2--	Pink Sock(SL=N): One target can't take V actions, Capital C crapped, and takes SL^3 Pink dmg.
19	14868000	664	3--	Ignore [Status Name] (SL=SEL): You can ignore this status while you are affected by it.
20	15930000	765	3--	Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.
21	16992000	765	3--	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)"
22	18054000	765	3--	Your Fate Is Thrice Sealed (SL=14): +3 Research points you may use this rd only for spells.
23	19116000	775	4--	The Dead Shall Serve (SL=14): Revive a slain subordinate for each enemy (one group). All are in same slot(+1slot).
24	20178000	876	42-	White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets
25	21240000	876	42-	Psi∞ Ultra+1(V)'s (SL=17): Random Omniverseport (one target, 1d(CCL-8) Omniverses in a random direction, no save)
26	22302000	876	42-	Force Masking (SL=20): Nondetection from all beings of Multiplier xCCL or less.
27	23364000	886	52-	Unearthly Dominance(SL=20): Foes with less than your HNCL automatically fail their saves
28	24426000	987	53-	
29	25488000	987	53-	
30	26550000	987	53-	
31	27612000	997	63-	
32	28674000	A98	64-	
33	29736000	A98	64-	
34	30798000	A98	64-	
35	31860000	AA8	742	
36	32922000	BA9	752	

Maldev Istari(Worshiper of the Flying Diety)1 RDM

Level	KXP	Spells			Requisites: Chr 37, HNCL 18 Alignment: non-A HD/level: 3d75 Weapon Prof.: 8+level/2 To Hit Table: 3xWar Saves: & 3xWiz Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	6600	2--	---	---	
3	19800	22-	---	---	
4	39600	22-	---	---	
5	66000	322	---	---	
6	99000	322	---	---	
7	132000	332	2--	---	
8	198000	332	2--	---	
9	264000	433	22-	---	
10	330000	433	22-	---	Additional To Hit & +level*2
11	396000	443	322	---	Can apply a free "Crude Neutronium" weapon adjective to one weapon.
12	462000	443	322	---	You have +1 Secondary Skill and no XP doubling past level 36.
13	528000	544	332	2--	Level 1: Immune Magic, Gravity, Fast Heal 1500, and DR 1500/-
14	594000	544	332	2--	Level 1: Divine electricity shield 100%*CCL dmg back.
15	660000	554	433	22-	Level 1: Divine electricity shield 100%*CCL dmg back.
16	726000	554	433	22-	Level 1: Divine electricity shield 100%*CCL dmg back.
17	792000	655	443	322	Level 1: Divine electricity shield 100%*CCL dmg back.
18	858000	655	443	322	Level 1: Divine electricity shield 100%*CCL dmg back.
19	924000	665	544	332	Level 1: Divine electricity shield 100%*CCL dmg back.
20	990000	665	544	332	Level 1: Divine electricity shield 100%*CCL dmg back.
21	1056000	766	554	433	Level 1: Divine electricity shield 100%*CCL dmg back.
22	1122000	766	554	433	Level 1: Divine electricity shield 100%*CCL dmg back.
23	1188000	776	655	443	Level 1: Divine electricity shield 100%*CCL dmg back.
24	1254000	776	655	443	Level 1: Divine electricity shield 100%*CCL dmg back.
25	1320000	877	665	544	Level 1: Divine electricity shield 100%*CCL dmg back.
26	1386000	877	665	544	Level 1: Divine electricity shield 100%*CCL dmg back.
27	1452000	887	766	554	Level 1: Divine electricity shield 100%*CCL dmg back.
28	1518000	887	766	554	Level 1: Divine electricity shield 100%*CCL dmg back.
29	1584000	988	776	655	Level 1: Divine electricity shield 100%*CCL dmg back.
30	1650000	988	776	655	Level 1: Divine electricity shield 100%*CCL dmg back.
31	1716000	998	877	665	Level 1: Divine electricity shield 100%*CCL dmg back.
32	1782000	998	877	665	Level 1: Divine electricity shield 100%*CCL dmg back.
33	1848000	A99	887	766	Level 1: Divine electricity shield 100%*CCL dmg back.
34	1914000	A99	887	766	Level 1: Divine electricity shield 100%*CCL dmg back.
35	1980000	AA9	988	776	Level 1: Divine electricity shield 100%*CCL dmg back.
36	2046000	AA9	988	776	Level 1: Divine electricity shield 100%*CCL dmg back.

False Avangion in a Box RDM

Level	KXP	Psionics		Requisites: Cml 35, HNCL 27 Alignment: non-L HD/level: & 1e20 Weapon Prof.: & 1+level/2 To Hit Table: 3xWiz Saves: & Wiz Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	3100	2--	---	
3	9300	22-	---	
4	18600	32-	---	
5	31000	32-	---	
6	46500	32-	---	
7	62000	33-	---	
8	93000	432	---	
9	124000	432	---	
10	155000	432	---	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).
11	186000	442	---	Gets a Rogue Ability -like chart. It gets 60 "Concordant" points per level; these are not Rogue points.
12	217000	543	---	You count as an Intelligent Item for effects that refer to Intelligent Items.
13	248000	543	---	Gets a Rogue Ability -like chart. It gets 60 "Concordant" points per level; these are not Rogue points.
14	279000	543	---	Level 1:,2:,etc.: Pick a concordant spell. It's X action costs go to M, M go to 1/2 M, 1/2 M go to V. CF=6: V go to 0 (free) actions. Free actions are limited to LVL/r in this way. CF=7: 0 (free) go to 1N (no action at all). Limited to 1/half segment this way.
15	310000	553	2--	Level 1: Dragon Cleave Epic Feat (can Cleave an infinite number of times).
16	341000	654	2--	Level 3: 1X: Pick one: Capital F Fold, Loop Incurse, Lower Multiplier, or Truename Erase (one group, no save).
17	372000	654	2--	Level 3:,6:,9:,ect: 1bX, 1/d: Redirect all damage from one target to you for lvl rds.
18	403000	654	2--	Level 5: 1X: Trap the Soul (1 group, no save, no XR).
19	434000	664	3--	Level 5: Your X0.13 Super powers give no XR.
20	465000	765	3--	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).
21	496000	765	3--	Level 12: You may convert 8G -> 1KG. You may convert 2JG -> 1JQG.
22	527000	765	3--	Known Powers
23	558000	775	4--	The Rum Diary (SL=N): One group is SL^4 alcohol dmg plus enamored (fort save for 1/2).
24	589000	876	42-	Max Extreme (SL=N): Summon CL DL=SL female Humans.
25	620000	876	42-	Force Beast Language (SL=11): Speak with and mentally dominate target monster.
26	651000	876	42-	Force Beast Language (SL=11): Speak with and mentally dominate target monster.
27	682000	886	52-	Redivivus(SL=14): You can revive your opponents greatest enemy
28	713000	987	53-	Warmonger Spell (SL=14): 1M: A group gets +25*WCL set Dex
29	744000	987	53-	Black Honden (SL=17): Target will have his next CCL effects Countered (no save)
30	775000	987	53-	Psi∞ Ultra+1(V)'s (SL=17): Flash Summon Ultra+1 (summon a DL XIX monster, it attacks once now, then disappears)
31	806000	997	63-	Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)
32	837000	A98	64-	Force Masking (SL=20): Nondetection from all beings of Multiplier xCCL or less.
33	868000	A98	64-	
34	899000	A98	64-	
35	930000	AA8	742	
36	961000	BA9	752	

Dragon Peace Overlord1 RDM

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

Requisites: Wis 35, HNCL 18

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

HD/level: 3d95

Weapon Prof.: 11+level/2

To Hit Table: 3xCTD0

Saves: & CTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

You may N-ary material component spells, using 1Z+1V+1QV+1QQV+1QQQV+...

Choose one - Flying at LVL*3" (D) and immune to breath weapons OR Specialized in

Dragon magic (Dracomancy).

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

Level 3:,8:,13:,ect: +12 ihp.

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

Level 6: Total HD is 171d12. (This is the only level where HD does not equal CL).

Level 9:,19:,29:,ect: 1X, 1/d: Holy Word (all in sight you choose, affects all alignments, no save)

Level 12: You may convert 8G -> 1KG. You may convert 2JG -> 1JQG.

Known Powers

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

[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.

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

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

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

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

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

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

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

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

Anti- False Breaker(Pinpoint 0.92) Slayer RDM

Level	KXP	Spells			Requisites: Cml 35, HNCL 27 Alignment: TE HD/level: & 2d65 Weapon Prof.: & 3+level To Hit Table: Ftr0 Saves: & Wiz Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	104800	2--	---	---	
3	314400	22-	---	---	
4	628800	22-	---	---	
5	1048000	322	---	---	
6	1572000	322	---	---	
7	2096000	332	2--	---	
8	3144000	332	2--	---	
9	4192000	433	22-	---	
10	5240000	433	22-	---	Know Blue Bugbear spells
11	6288000	443	322	---	Knows Sith Lord Powers. Gets PSP's = CCL*1000.
12	7336000	443	322	---	See [Q16] for Psi16 rules and powers.
13	8384000	544	332	2--	You have an additional Villain progression
14	9432000	544	332	2--	On one spell/psi power/ability, you may change all instances of "Dispel", "Immune to", or "Ignore" to "Dispel", "Immune to", or "Ignore".
15	10480000	554	433	22-	You have one free species enemy similar to Slayer mini-class.
16	11528000	554	433	22-	Level 1: Munchkins can't be fumbled, tripped, slept, or cantripped.
17	12576000	655	443	322	Level 1: Quadruple specialized (6 half-plusses plus two slots of "buffering" for off-handedness) in every weapon.
18	13624000	655	443	322	Level 1: Continuous Undetectable Alignment and Disguise Self.
19	14672000	665	544	332	Level 3: 13:23:ect: 1X, 1/d: Cure 1d4 ihp (6 targets)
20	15720000	665	544	332	Level 5: Awe power Imprisons instead of Charms.
21	16768000	766	554	433	Level 7: Immune Breath Weapons.
22	17816000	766	554	433	Level 9: You may convert 7G -> 1RG or 1Q∞G.
23	18864000	776	655	443	Level 37: Get one X48 (Innovator48) pick, but the pick must match a group from the emulated class (If the look at the X48 chart, you'll notice the X48 picks have a group listed with each of them). I didn't include the X48 powers list here, but it's in the [PC6] section.
24	19912000	776	655	443	
25	20960000	877	665	544	Known Spells:
26	22008000	877	665	544	Summon Bird N (SL=N): Summon a DL=SL+1 Roc or (11-SL)^2 DL=SL Ravens.
27	23056000	887	766	554	Storm Herd (SL=10): Summon N DL I flying Pegasus', where N=your current hp (same slot).
28	24104000	887	766	554	Your Barriers Afford you No Quarter (SL=11): Imprisonment/Freedom/Down a Hole/Get out of Down a Hole. (no save, GR to resist, x3 multiplier effect).
29	25152000	988	776	655	Heavenly Mind(SL=12): +(Chr bonus) TH
30	26200000	988	776	655	Shangri-La Spell (SL=13): Lower Multiplier a creature (no save, XR to resist)
31	27248000	998	877	665	Talismanic Effect(SL=14): Channel effects through artifacts
32	28296000	998	877	665	B.F.M.* (SL=15): 1X: Summon a DL XV The-Biggest-Baddest-Nastiest-Scariest-Creature-You'll-Ever-See (Costs 2 summon slots, counts as a B.F.M. familiar).
33	29344000	AA9	887	766	Ultimate Weapon Focus(SL=16): +CCL iTH
34	30392000	AA9	887	766	Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)
35	31440000	AA9	988	776	Warmonger Spell (SL=18): 1M: A group gets +1 iidmg.
36	32488000	AA9	988	776	

Anti- Munchkin(Pinpoint 0.71) RDM

Level	KXP	Spells			Requisites: HNCL 18 Alignment: JE HD/level: +3d55 Weapon Prof.: 1+level/2 To Hit Table: Wiz Saves: & 3xWiz Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	4300	2--	---	---	
3	12900	22-	---	---	
4	25800	22-	---	---	
5	43000	322	---	---	
6	64500	322	---	---	
7	86000	332	2--	---	
8	129000	332	2--	---	
9	172000	433	22-	---	
10	215000	433	22-	---	Ultra Barbarian Str, Dex, and Con. [Bonus = (Stat-22)*4]
11	258000	443	322	---	When this class is taken, choose a x1 multiplier class you have. This class exactly duplicates that class except for what's noted. Since you get to apply your (amplified)
12	301000	443	322	---	Mirrored XP to this class, this class will frequently be much higher level than the
13	344000	544	332	2--	original class. Please note this class has double the XP chart of the original (so you're
14	387000	544	332	2--	effectively getting only "times 5" mirroring if you apply it all here).
15	430000	554	433	22-	Level 1: Dragon Cleave Epic Feat (can Cleave an infinite number of times).
16	473000	554	433	22-	Level 1:,4:,7:,ect: 1X, 1/d: ++2TH and dmg(+2dmg dice) for 10rds.
17	516000	655	443	322	Level 1:,2:,etc.: +1 minor X24 power, that actually works with this class (technically
18	559000	655	443	322	this frequency would be called X38, as it's affecting a x2 class). I included the X24
19	602000	665	544	332	(X38) powers on the next page.
20	645000	665	544	332	Level 1: Immune Force and 0, LVL/d: ++20 TH.
21	688000	766	554	433	Level 1:,4:,7:,ect: 1bX, 1/d: One target may not have his AC lowered.
22	731000	766	554	433	Level 3: 1X: Choose a target. You may "1N: Between" as long as that is your chosen
23	774000	776	655	443	target. You may only have one such target at a time and can choose a different target.
24	817000	776	655	443	Level 3: Can trade 10000 AC into 1 iAC (as many times as you like)
25	860000	877	665	544	Level 6:,12:,18:,ect: 1X, 1/d: True Resurrection.
26	903000	877	665	544	Known Spells:
27	946000	887	766	554	An*1 Adventures of Max Hardcore (SL=N): Plane Shift N targets to the elemental
28	989000	887	766	554	plane of brown pudding.
29	1032000	988	776	655	Crucio, the Cruciatu Curse (SL=10): Torture a target (xCCL effect).
30	1075000	988	776	655	Force Sense (SL=11): ESP for the force CCL miles and if light or dark.
31	1118000	998	877	665	Legendary Companion(SL=12): Animal Companion gains Legendary Animal template
32	1161000	998	877	665	Living Dungeon Spell (SL=13): Add your current boxes to your saves.
33	1204000	A99	887	766	[Aligned] Messiah(SL=14): Same aligned beings will not attack you
34	1247000	A99	887	766	Perhaps You've Met My Cohort (SL=15): Summon a unique Legend (by name).
35	1290000	AA9	988	776	Ultimate Weapon Specialization(SL=16): Number of attacks/limb=TH/5
36	1333000	AA9	988	776	Psi∞ Ultra+1(V)'s (SL=17): Sporacle-ize-ize (random SEL 14 status effect, group, no save)
					Warmonger Spell (SL=18): 1M: A group gets +1 iiTH,

Unique Overlord(HeroConcordant)1JG RDM

Level	KXP	Psionics		
		SUV	WXY	
1	0	2--	---	Requisites: Con 37, HNCL 27
2	5800	2--	---	Alignment: T any
3	17400	22-	---	HD/level: & 4d35
4	34800	32-	---	Weapon Prof.: & 18+level
5	58000	32-	---	To Hit Table: Pri
6	87000	32-	---	Saves: & 3xPsi
7	116000	33-	---	Reference: RDM
8	174000	432	---	Groups: Concordant(x2)
9	232000	432	---	Complexity: CF=1
10	290000	432	---	Know Immortal0 spells at CSL=7
11	348000	442	---	Your X0.13 (Pinpoint X13) and Breaker spells are resisted using GR.
12	406000	543	---	Your X0.13 (Pinpoint X13) and Breaker spells are resisted using GR.
13	464000	543	---	Duplicate F=20 of Custom2 or ArchCustom2 picks
14	522000	543	---	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
15	580000	553	2--	Level 1:,2:,etc.: +1 Size Class.
16	638000	654	2--	Level 1: and N/3 (first and every third level): Choose a concordant class. You may cast spells from that class as though they were on your progression.
17	696000	654	2--	Level 2: Immune local terrain.
18	754000	654	2--	Level 2: Total HD is 10d12.
19	812000	664	3--	Level 3: Insanity Aura. Will save, DC=85.
20	870000	765	3--	Level 3: Effective caster level is 15.
21	928000	765	3--	Level 3:,13:,23:,ect: 1X, 1/d: Cure 1d4 ihp (6 targets)
22	986000	765	3--	Level 4: Pick up to LVL concordant spells You may N-ary material component them, using 1Z+1V+1QV+1QQV+1QQQV+...
23	1044000	775	4--	Level 18: +1 G Action.
24	1102000	876	42-	Known Powers
25	1160000	876	42-	Dutch Oven(SL=N): One target nauseated, takes SL^2 dmg and entangled for 1segment.
26	1218000	876	42-	[Status Name] Bolt-On (SL=SEL): Do this Status Effect to one target (Spell save: 0)
27	1276000	886	52-	Your Puny Minds Cannot Fathom (SL=11): Regain 4 SL's. You have no max number of maintain's.
28	1334000	987	53-	Force of Shadow (SL=11): Dim light levels in surrounding area CCL/10 miles.
29	1392000	987	53-	Ignite the Cloneforge! (SL=14): Duplicate an item/effect from an enemy.
30	1450000	987	53-	Force Illusions (SL=14): Mirage Arcana the whole room.
31	1508000	997	63-	Psi∞ Ultra+1(V)'s (SL=17): Loop Incurred (group, RSW save for 10 idmg)
32	1566000	A98	64-	Beacon of Tomorrows (SL=17): (cast 1/d, but you can pick this more than once) Take another segment after the current one.
33	1624000	A98	64-	Psi∞ Ultra+2(W)'s (SL=20): Sporacle-ize-ize-ize (random SEL 17 status effect, group, no save)
34	1682000	A98	64-	Omnific Weapon Specialization(SL=20): +1iidmg
35	1740000	AA8	742	
36	1798000	BA9	752	

Master God of Tyr4 RDM

Level	KXP	Psionics		Requisites: Dex 33, HNCL 18 Alignment: non-C HD/level: 3d95 Weapon Prof.: 1+level To Hit Table: 2xPri Saves: & Cust Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	4900	2--	---	
3	14700	22-	---	
4	29400	32-	---	
5	49000	32-	---	
6	73500	32-	---	
7	98000	33-	---	
8	147000	432	---	
9	196000	432	---	
10	245000	432	---	Can move through solid objects made of any element as if it was air.
11	294000	442	---	You have +1 4th edition power (pick A, E, D, or U).
12	343000	543	---	Level 1: and N/3 (first and every third level): Choose a concordant class. You may cast spells from that class as though they were on your progression.
13	392000	543	---	Level 2: +16 insight bonus to: AC, To hit, ability checks, CL checks, skill checks, turning checks, DC's for spells/abilities, initiative, saves, and SR.
14	441000	543	---	Level 3: Immune all elements of E=lvl.
15	490000	553	2--	Level 9: Can use 3P actions per segment.
16	539000	654	2--	Known Powers
17	588000	654	2--	Golden Guzzlers (SL=N): The target takes 4^N gold water damage (no resist).
18	637000	654	2--	Blue Oyster Cult - Godzilla (SL=N): Summon a DL=N Unique Reptile that breathes
19	686000	664	3--	E=N Nuclear Radiation (dmg=current rbps).
20	735000	765	3--	Estate Transference Cloud (SL=11): Estate Transference as spell.
21	784000	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	833000	765	3--	Redivivus(SL=14): You can revive your opponents greatest enemy
23	882000	775	4--	Living Planet Spell (SL=14): Pick a single spell from any Concordant class. You may cast that spell as if it was on this spell list.
24	931000	876	42-	Black Honden (SL=17): Target will have his next CCL effects Countered (no save)
25	980000	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	1029000	876	42-	Metempiric [Effect](SL=20): One of your effects is a No Resistance per hit.
27	1078000	886	52-	Outerdimensional(SL=20): You have a 99% chance of avoiding any attack or spell
28	1127000	987	53-	
29	1176000	987	53-	
30	1225000	987	53-	
31	1274000	997	63-	
32	1323000	A98	64-	
33	1372000	A98	64-	
34	1421000	A98	64-	
35	1470000	AA8	742	
36	1519000	BA9	752	

Master Shadow RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	4400	2--	---	---
3	13200	22-	---	---
4	26400	22-	---	---
5	44000	322	---	---
6	66000	322	---	---
7	88000	332	2--	---
8	132000	332	2--	---
9	176000	433	22-	---
10	220000	433	22-	---
11	264000	443	322	---
12	308000	443	322	---
13	352000	544	332	2--
14	396000	544	332	2--
15	440000	554	433	22-
16	484000	554	433	22-
17	528000	655	443	322
18	572000	655	443	322
19	616000	665	544	332
20	660000	665	544	332
21	704000	766	554	433
22	748000	766	554	433
23	792000	776	655	443
24	836000	776	655	443
25	880000	877	665	544
26	924000	877	665	544
27	968000	887	766	554
28	1012000	887	766	554
29	1056000	988	776	655
30	1100000	988	776	655
31	1144000	998	877	665
32	1188000	998	877	665
33	1232000	A99	887	766
34	1276000	A99	887	766
35	1320000	AA9	988	776
36	1364000	AA9	988	776

Requisites: Cml 34, HNCL 18

Alignment: any

HD/level: 1d60

Weapon Prof.: 12+level/2

To Hit Table: 3xFtr0

Saves: & 2xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=1

Gets +2X actions per round.

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

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

Level 7: Total HD is 261d12.

Level 9: Effective caster level is 462+level.

Known Spells:

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

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

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

Superior Critical(SL=12): Your critical threat range is quadrupled

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

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

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

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

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

Green Divine(HeroPariah)1JG RDM

Level	KXP	Psionics		Requisites: Con 36, HNCL 18 Alignment: any W HD/level: & 3d85 Weapon Prof.: & 17+level To Hit Table: & 2xCust Saves: & 3xWiz Reference: RDM Groups: Concordant(x2) Complexity: CF=1
		SUV	WXY	
1	0	2--	---	
2	7000	2--	---	
3	21000	22-	---	
4	42000	32-	---	
5	70000	32-	---	
6	105000	32-	---	
7	140000	33-	---	
8	210000	432	---	
9	280000	432	---	
10	350000	432	---	Gets Exc Str, Exc Dex, Exc Con.
11	420000	442	---	Specialization, MTG Green School.
12	490000	543	---	1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.
13	560000	543	---	Level 1:,2;,etc.: +1CML in another class.
14	630000	543	---	Level 1:,4;,7;,ect: 1bX, 1/d: One target may not have his AC lowered.
15	700000	553	2--	Level 1: 1bX, LVL/d: Choose a phrase of one or two words. You Sustain whatever that phrase is with respect to your character. Collective acronyms count as a single word each (e.g. "HNCL" counts as one word). You must put the word "my" in front of it. (Examples: True Name, Max hp, Stats, Actions, Class slots, Race slots, etc.).
16	770000	654	2--	Level 1: SR 70, DR 60/+12, immune electricity and variants.
17	840000	654	2--	Level 2: +2*lvl or better weapon needed to hit.
18	910000	654	2--	Level 3: Immne all elements of E=lvl.
19	980000	664	3--	Level 4: Fear Aura. Will save, DC=85.
20	1050000	765	3--	Level 5: Total HD is 91d12.
21	1120000	765	3--	Level 7: Total HD is 261d12.
22	1190000	765	3--	Known Powers
23	1260000	775	4--	I Need a Doctor (SL=N): Summon a DL N Goodberry Golem.
24	1330000	876	42-	Max Faktor (SL=N): Pick MF, PF, PsiF, TechF. Raise or lower it by N.
25	1400000	876	42-	Psi∞ Supers (SL=11): Flash Summon Super (summon a DL XIII monster, it attacks once now, then disappears)
26	1470000	876	42-	Psi∞ Supers (SL=11): Sporacle (random SEL 8 status effect, one target, no save)
27	1540000	886	52-	Broken Ambitions (SL=14): (1bM to use) Counterspell, the target his next 4A worth of actions.
28	1610000	987	53-	Worldpurge (SL=14): All summons and elementals in the room are unsummoned.
29	1680000	987	53-	Night's Reach (SL=17): Natural Set CCL targets (no save)
30	1750000	987	53-	Force Absorb/Dissipate Energy (SL=17): Absorb X idmg of any E factor element or eelement.
31	1820000	997	63-	Omnific Weapon Specialization(SL=20): +1iidmg
32	1890000	A98	64-	Living Planet Spell (SL=20): Exceptional Con bonuses work for this class (even if it says it doesn't).
33	1960000	A98	64-	
34	2030000	A98	64-	
35	2100000	AA8	742	
36	2170000	BA9	752	