

"The" Abuser RDM

Level	KXP	Spells			Requisites: Dex 32, Int 15, Cml 14, HNCL 9, Class slots 2, Race slots 4 Alignment: NS HD/level: 4d25 Weapon Prof.: 8+level To Hit Table: 3xFtr0 Saves: & M-U0 Reference: RDM Groups: Futureshifted, Offensive, 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-	---	
11	258000	443	322	---	
12	301000	443	322	---	
13	344000	544	332	2--	
14	387000	544	332	2--	
15	430000	554	433	22-	
16	473000	554	433	22-	
17	516000	655	443	322	
18	559000	655	443	322	
19	602000	665	544	332	
20	645000	665	544	332	
21	688000	766	554	433	
22	731000	766	554	433	
23	774000	776	655	443	
24	817000	776	655	443	
25	860000	877	665	544	
26	903000	877	665	544	
27	946000	887	766	554	
28	989000	887	766	554	
29	1032000	988	776	655	
30	1075000	988	776	655	
31	1118000	998	877	665	
32	1161000	998	877	665	
33	1204000	A99	887	766	
34	1247000	A99	887	766	
35	1290000	AA9	988	776	
36	1333000	AA9	988	776	

You stop aging mentally and physically, and are immune to aging.
PSP's = Int Bonus*LVL.
Uber Barbarian Str and Con [bonus=(stat-46)*10]
Free Chosen One racial adjective.
Level 5: Fag def2: If smoking a cigarette, can breathe Smoke(dmg=max hp, save ½)
Known Spells:
Public Broadcasting (SL=N): A person's next spell of SL=N affects a group.
Pre-emptive Strike(SL=10): You can make one attack in segment 0 (before segment 1)
Shangri-La Spell (SL=11): You know your way to Shangri-La and can navigate people to it.
Divine Sorcery(SL=12): You can cast twice as many spells per day (non-Concordant)
I Call on the Ancient Magics (SL=13): You get 2 research points to use this segment and your group gets 1 point.
All Shall Smolder in My Wake (SL=14): Destroy one target item, dispel an effect, and earthquake the room.
Behold the Power of Destruction (SL=15): Destroy/disjunct all items, effects, summons target controls.
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.
Psi∞ Ultra+1(V)'s (SL=17): Sporacle-ize-ize (random SEL 14 status effect, group, no save)
Transcendental Inspiration (S)(SL=18): 1X or ½G: Duplicate a 0th-6th level Divine3 spell

Arcane Uber farian2 RDM

Level	KXP	Spells			Requisites: Int 15, Cml 33, HNCL 18, Class slots 2 Alignment: CG (Overwrite to all other classes) HD/level: 4d70 Weapon Prof.: 20+level/2 To Hit Table: 2xFtr0 Saves: & 3xCust Reference: RDM Groups: Lost, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	7000	2--	---	---	
3	21000	22-	---	---	
4	42000	22-	---	---	
5	70000	322	---	---	
6	105000	322	---	---	
7	140000	332	2--	---	
8	210000	332	2--	---	
9	280000	433	22-	---	
10	350000	433	22-	---	Can specialize in weapons using "Non-War" line.
11	420000	443	322	---	Immune to all Elements and Eelements of any E / EE factor.
12	490000	443	322	---	Access to Demolitionist Equipment. Divide cost by LVL.
13	560000	544	332	2--	Gets +1X action per round.
14	630000	544	332	2--	Have access to minor schools/spheres written in the collective that share a group with this class.
15	700000	554	433	22-	You have +1 Kit.
16	770000	554	433	22-	Level 1: The Munchkin gains ranger, druid, thief, monk, barbarian, psionicist, and paladin abilities equal to his level.
17	840000	655	443	322	Level 2:,4:,6:,ect: Choose a Plane. Immune environment of the chosen plane.
18	910000	655	443	322	Level 4:,10:,16:,ect: 1X, 1/d: May shut off portals within 5*level ft.
19	980000	665	544	332	Level 10: 1X, square root your AC (round up): Add absolute symbols to your AC. (ex. AC 10,000 = AC 100 = AC 10 = AC 3).
20	1050000	665	544	332	Known Spells:
21	1120000	766	554	433	Anything You Want, You Got It (SL=N): Wishoid N.
22	1190000	766	554	433	Maxed Out (SL=10): +1 ihp, iunER 100%, and 0, expend this spell: Mental Fury.
23	1260000	776	655	443	Step out of It Cloud (SL=11): Step out of manifesting any Grand or less Cloud.
24	1330000	776	655	443	Spell Abatement(SL=12): You ignore the effects of a non-Concordant spell the first time it is used upon you
25	1400000	877	665	544	My Genius Knows No Bounds (SL=13): Pay X SL's: Gain X*10hp and Regain X SL's back.
26	1470000	877	665	544	The Fate of the Flammable (SL=14): CCL*60 Furnace dmg (one target) or CCL*30 Furnace dmg(one group).
27	1540000	887	766	554	Into the Earthen Maw (SL=15): Incurse a flying creature, a non-flying creature, and all slain creatures(one group).
28	1610000	887	766	554	
29	1680000	988	776	655	Sophism(SL=16): You can make a Will save vs. an opponent's level to avoid any type of assault
30	1750000	988	776	655	
31	1820000	998	877	665	Black Honden (SL=17): Target will have his next CCL effects Countered (no save)
32	1890000	998	877	665	Warmonger Spell (SL=18): 1M: A group gets +1 iiTH,
33	1960000	A99	887	766	
34	2030000	A99	887	766	
35	2100000	AA9	988	776	
36	2170000	AA9	988	776	

The Final Were Plant5 RDM

Level	KXP	Spells			Requisites: Dex 34, Con 16, Cml 17, HNCL 18, Class slots 3 Alignment: LN (Overwrite to all other classes) HD/level: & ††3d25 Weapon Prof.: & 10+level To Hit Table: & (none) Saves: & 2xWiz Reference: RDM Groups: Monster, Mirror, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	6200	2--	---	---	
3	18600	22-	---	---	
4	37200	22-	---	---	
5	62000	322	---	---	
6	93000	322	---	---	
7	124000	332	2--	---	
8	186000	332	2--	---	
9	248000	433	22-	---	
10	310000	433	22-	---	1 for 1 trading away from Int. Can survive and be offensive with negative Int.
11	372000	443	322	---	Gets Exceptional Con.
12	434000	443	322	---	Gets Exceptional Con.
13	496000	544	332	2--	+1 slowS action.
14	558000	544	332	2--	You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
15	620000	554	433	22-	Level 1: Occupy Dungeon: 1bV: Interpose in front of an attack sequence or spell/power.
16	682000	554	433	22-	Level 1: Lockdown all Opposing (Opp) actions within sight.
17	744000	655	443	322	Level 1: Combining: 1V: Add your CL to target's CL this segment.
18	806000	655	443	322	Level 8: 1M: Identify Magical Pool.
19	868000	665	544	332	Level 13: Any Bounty Hunter1 level 15 ability
20	930000	665	544	332	Known Spells:
21	992000	766	554	433	Stations of the Cross (SL=N): One target suffers a status effect of SEL=N.
22	1054000	766	554	433	Greater Critical Multiplier(SL=10): Your critical multiplier is trebled
23	1116000	776	655	443	May Civilization Collapse (SL=11): 2xEarthquake (one group) or Earthquake (one room).
24	1178000	776	655	443	True Strike(SL=12): You gain a +20 attack bonus with one weapon
25	1240000	877	665	544	Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.
26	1302000	877	665	544	Soniferous (S)(SL=14): You double the power of any single magic item you use
27	1364000	887	766	554	Imprison This Insolent Wretch (SL=15): Timestop one target until someone attacks that target.
28	1426000	887	766	554	Transversal(SL=16): You can attack any target you can perceive
29	1488000	988	776	655	White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets
30	1550000	988	776	655	
31	1612000	998	877	665	Neverending Torment (SL=18): For 1 round, each segment, Banhammer an effect as a 0 action.
32	1674000	998	877	665	
33	1736000	A99	887	766	
34	1798000	A99	887	766	
35	1860000	AA9	988	776	
36	1922000	AA9	988	776	

The Worst Mixerizer Slayer RDM

Level	KXP	Spells			Requisites: Str 33, Con 15, Int 14, Cml 14, HNCL 18, Class slots 3 Alignment: LE (Overwrite to all other classes) HD/level: 3d75 Weapon Prof.: 10+level/2 To Hit Table: 3xFtr0 Saves: & M-U0 Reference: RDM Groups: Wizard, Custom, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	106000	2--	---	---	
3	318000	22-	---	---	
4	636000	22-	---	---	
5	1060000	322	---	---	
6	1590000	322	---	---	
7	2120000	332	2--	---	
8	3180000	332	2--	---	
9	4240000	433	22-	---	
10	5300000	433	22-	---	Gets Int bonus to progression.
11	6360000	443	322	---	Immune to turn undead.
12	7420000	443	322	---	Gets one Quintessential or Custom5 pick per level, among classes you know.
13	8480000	544	332	2--	Gets all Exceptional stats. Can weapon specialize using the "non-Warrior" line for number of attacks.
14	9540000	544	332	2--	Free Vanilla racial adjective that you must take.
15	10600000	554	433	22-	You have one free species enemy similar to Slayer mini-class.
16	11660000	554	433	22-	Level 7: +1 size (can pick multiple times, using summation rule)
17	12720000	655	443	322	Known Spells:
18	13780000	655	443	322	[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)
19	14840000	665	544	332	Improved Finesse(SL=10): Use your dexterity bonus for damage
20	15900000	665	544	332	Force Enrichment (SL=11): Choose one: +X hp, th, dmg, AC, or saves.
21	16960000	766	554	433	Living Planet Spell (SL=12): Can summon a DL=CCL monster and control and understand it.
22	18020000	766	554	433	Nature Demands an Offering (SL=13): Put a summon, item, and spell effect into an enemy's inventory hidden.
23	19080000	776	655	443	Elemental Summon X (SL=14): Summon CCL DL X Elementals
24	20140000	776	655	443	Emrakul, the Aeons Torn (SL=15): Summon a DL XV flying Unique uncounterable
25	21200000	877	665	544	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
26	22260000	877	665	544	killed, reset your spell progression"(+1 slot).
27	23320000	887	766	554	Perfect Defence(SL=16): iAC CCL
28	24380000	887	766	554	Night's Reach (SL=17): Natural Set CCL targets (no save)
29	25440000	988	776	655	Indissoluble(SL=18): You possess infinite regeneration
30	26500000	988	776	655	
31	27560000	998	877	665	
32	28620000	998	877	665	
33	29680000	A99	887	766	
34	30740000	A99	887	766	
35	31800000	AA9	988	776	
36	32860000	AA9	988	776	

1X (Advanced) Instigator RDM

Level	KXP	Spells			Requisites: Dex 16, Cml 15, Luck 16, HNCL 9, Class slots 2 Alignment: any HD/level: & 2d20 Weapon Prof.: & 9+level To Hit Table: War Saves: 2xWiz Reference: RDM Groups: Overt, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	3300	2--	---	---	
3	9900	22-	---	---	
4	19800	22-	---	---	
5	33000	322	---	---	
6	49500	322	---	---	
7	66000	332	2--	---	
8	99000	332	2--	---	
9	132000	433	22-	---	
10	165000	433	22-	---	
11	198000	443	322	---	
12	231000	443	322	---	
13	264000	544	332	2--	
14	297000	544	332	2--	
15	330000	554	433	22-	
16	363000	554	433	22-	
17	396000	655	443	322	
18	429000	655	443	322	
19	462000	665	544	332	
20	495000	665	544	332	
21	528000	766	554	433	
22	561000	766	554	433	
23	594000	776	655	443	
24	627000	776	655	443	
25	660000	877	665	544	
26	693000	877	665	544	
27	726000	887	766	554	
28	759000	887	766	554	
29	792000	988	776	655	
30	825000	988	776	655	
31	858000	998	877	665	
32	891000	998	877	665	
33	924000	A99	887	766	
34	957000	A99	887	766	
35	990000	AA9	988	776	
36	1023000	AA9	988	776	

Free Goth Clan patch (-1 Chr, 1M:Invisibility)
 +(prereq stat)/20 S Actions (round down)
 Level 1:,2:,etc.: Spend 4 Weapon proficiencies: +1 instance of exceptional HNCL.
 Level 2: +16 insight bonus to: AC, To hit, ability checks, CL checks, skill checks, turning checks, DC's for spells/abilities, initiative, saves, and SR.
 Level 4: You may convert 2G -> 1 of any action type you have or specifically need to use an ability.
 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.
 Dread Cacodemon* (SL=10): Summon a DL X demon. Slay all creatures in 1 group (no save), and a group of your summons can't act this segment.
 As You Are Cloud (SL=11): As You Are/s.
 Nothing Can Stop Me Now (SL=12): DR CCL*10/-
 Evil Comes to Fruition (SL=13): Summon CCL*7 DL 0 Plants or 10 DL III Beasts.
 The Fate of the Flammable (SL=14): CCL*60 Furnace dmg (one target) or CCL*30 Furnace dmg(one group).
 Eject(SL=15): Eject to the Capital W Warehouse in San Francisco.
 Anti-Matter [Effect](SL=16): One of your effects can do antimatter based damage; or +1d100 antimatter dmg / physical attack
 Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously
 Warmonger Spell (SL=18): 1M: A group gets +1 iiTH,

Guard3 RDM

Level	KXP	Spells			Requisites: Wis 15, Chr 16, Cml 16, HNCL 18, Class slots 3 Alignment: non-G (Overwrite to all other classes) HD/level: +++1d15 Weapon Prof.: 19+level To Hit Table: 2xFtr0 Saves: 3xCTD0 Reference: RDM Groups: Mirror, Planar, Offensive, 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-	---	Gets Super Barbarian Chr bonus, which is +(Chr-18)*3.
11	318000	443	322	---	Free double specialization in one weapon type.
12	371000	443	322	---	Exceptional Str and Int bonus.
13	424000	544	332	2--	Psi--2 powers are resisted using aaPR.
14	477000	544	332	2--	You have +1 Feat.
15	530000	554	433	22-	Level 1: Any Bandit1 level 2 ability
16	583000	554	433	22-	Level 6: You may choose three instances of a given Mini-class, in one of these combinations: Normal-Normal-Alternate or Normal-Alternate-Alternate. This can be done for multiple Mini-classes. Some Mini-classes (such as Jobber) allow the Normal and Alternate form to be taken, in these cases, you may have Normal-Normal-Normal or Alternate-Alternate-Alternate.
17	636000	655	443	322	Level 9: Intelligence of Cemad: +LVL Int; you get Barbarian Int
18	689000	655	443	322	Level 13: Pick 2: Anti-Bringer5 Level 9-12, Bringer5 Level 5-7, Psi5 major, other5
19	742000	665	544	332	Level 1-3
20	795000	665	544	332	Known Spells:
21	848000	766	554	433	[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)
22	901000	766	554	433	Automatic Writing(SL=10): Any spells you witness are automatically added to your spellbook
23	954000	776	655	443	Force Pull/Push (SL=11): Telekinesis, X=(lbs.)*(speed in ft.)/CCL^2
24	1007000	776	655	443	Evenhanded(SL=12): Your unarmed attacks deal maximum damage
25	1060000	877	665	544	Look Skyward and Despair (SL=13): Summon CCL DL V flying Dragons (+1slot).
26	1113000	877	665	544	Shangri-La Spell (SL=14): Immune Xviming
27	1166000	887	766	554	Eject(SL=15): Eject to the Capital W Warehouse in San Francisco.
28	1219000	887	766	554	Transtemporal(SL=16): You can travel freely in time
29	1272000	988	776	655	Force Control Pain (SL=17): iDT 50-CCL.
30	1325000	988	776	655	Superior Dominance(SL=18): Foes with less than 1/2 your HNCL automatically fail their saves
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	

The Fifth Genocide Klansman PFA RDM

Level	KXP	Spells			Requisites: Dex 34, Cml 16, HNCL 18, Class slots 2 Alignment: LN HD/level: & ++++2d100 Weapon Prof.: & 13+level/2 To Hit Table: always +0 Saves: & 3xRog Reference: RDM Groups: Overt, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	7000	2--	---	---	
3	21000	22-	---	---	
4	42000	22-	---	---	
5	70000	322	---	---	
6	105000	322	---	---	
7	140000	332	2--	---	
8	210000	332	2--	---	
9	280000	433	22-	---	
10	350000	433	22-	---	1V: Improved Invisibility, until struck by a hidden camera.
11	420000	443	322	---	All of your effects are undispellable and all of your items are indestructible.
12	490000	443	322	---	+1 S action only usable in segment 5.
13	560000	544	332	2--	Level 1: Friendship is Magic: 1M: Summon a DL = (LVL+1)/2 pony mount of your choice. A table of mounts is below. Alicorns have a horn and wings.
14	630000	544	332	2--	Level 3: Free Mercitron euthanasia machine. Put out of misery branded. 1V: Help a target onto the machine (reflex negates).
15	700000	554	433	22-	Level 5: [A69]: 0, 1/reset: Learn a feat or spell from the Book of Erotic Fantasy.
16	770000	554	433	22-	Level 7: Effective caster level is 261.
17	840000	655	443	322	Level 13: Your X0.13 Ultra powers give no XR.
18	910000	655	443	322	Level 18: 0, 1/r: Change which 2 Sentinel Spheres you have access to.
19	980000	665	544	332	Known Spells:
20	1050000	665	544	332	Fear and Loathing in Las Vegas (SL=N): Summon CL DL=SL-2 Dancing Potion Bottles.
21	1120000	766	554	433	Kozilek, the Great Distortion (SL=10): Summon a [x2] Unique DL X eldrazi with
22	1190000	766	554	433	“Must be attacked by more than 1 creature” and “When cast, +7 SL's” and “Sacrifice a
23	1260000	776	655	443	spell slot of SL=X: Counter a spell of that SL”.
24	1330000	776	655	443	Your Puny Minds Cannot Fathom (SL=11): Regain 4 SL's. You have no max number
25	1400000	877	665	544	of maintain's.
26	1470000	877	665	544	Roots of All Evil (SL=12): Summon CCL*5 DL I Saproling creatures(+1 slot).
27	1540000	887	766	554	Embrace My Diabolical Vision (SL=13): Reset you and one group. That group only
28	1610000	887	766	554	gets back 4 SL's.
29	1680000	988	776	655	Perfect Critical Multiplier(SL=14): Your critical multiplier is quintupled
30	1750000	988	776	655	B.F.M.* (SL=15): 1X: Summon a DL XV The-Biggest-Baddest-Nastiest-Scariest-
31	1820000	998	877	665	Creature-You'll-Ever-See (Costs 2 summon slots, counts as a B.F.M. familiar).
32	1890000	998	877	665	Introductions Are in Order (SL=16): Summon a DL CCL creature you control and
33	1960000	A99	887	766	understand (+1 slot).
34	2030000	A99	887	766	Infinite Rage (SL=17): Earthquake CCL groups, each group takes CCL^2 Bdmg
35	2100000	AA9	988	776	(Boxes of dmg, each "Box" is 100 dmg)
36	2170000	AA9	988	776	Warmonger Spell (SL=18): +WL to WCL for 4th level Warmonger spells

The Worst Mixerizer Slayer RDM

Level	KXP	Spells			Requisites: Str 33, Con 15, Int 14, Cml 14, HNCL 18, Class slots 3 Alignment: LE (Overwrite to all other classes) HD/level: 3d75 Weapon Prof.: 10+level/2 To Hit Table: 3xFtr0 Saves: & M-U0 Reference: RDM Groups: Wizard, Custom, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	106000	2--	---	---	
3	318000	22-	---	---	
4	636000	22-	---	---	
5	1060000	322	---	---	
6	1590000	322	---	---	
7	2120000	332	2--	---	
8	3180000	332	2--	---	
9	4240000	433	22-	---	
10	5300000	433	22-	---	Gets Int bonus to progression.
11	6360000	443	322	---	Immune to turn undead.
12	7420000	443	322	---	Gets one Quintessential or Custom5 pick per level, among classes you know.
13	8480000	544	332	2--	Gets all Exceptional stats. Can weapon specialize using the "non-Warrior" line for number of attacks.
14	9540000	544	332	2--	Free Vanilla racial adjective that you must take.
15	10600000	554	433	22-	You have one free species enemy similar to Slayer mini-class.
16	11660000	554	433	22-	Level 7: +1 size (can pick multiple times, using summation rule)
17	12720000	655	443	322	Known Spells:
18	13780000	655	443	322	[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)
19	14840000	665	544	332	Improved Finesse(SL=10): Use your dexterity bonus for damage
20	15900000	665	544	332	Force Enrichment (SL=11): Choose one: +X hp, th, dmg, AC, or saves.
21	16960000	766	554	433	Living Planet Spell (SL=12): Can summon a DL=CCL monster and control and understand it.
22	18020000	766	554	433	Nature Demands an Offering (SL=13): Put a summon, item, and spell effect into an enemy's inventory hidden.
23	19080000	776	655	443	Eelemental Summon X (SL=14): Summon CCL DL X Eelementals
24	20140000	776	655	443	Emrakul, the Aeons Torn (SL=15): Summon a DL XV flying Unique uncounterable
25	21200000	877	665	544	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
26	22260000	877	665	544	killed, reset your spell progression"(+1 slot).
27	23320000	887	766	554	Perfect Defence(SL=16): iAC CCL
28	24380000	887	766	554	Night's Reach (SL=17): Natural Set CCL targets (no save)
29	25440000	988	776	655	Indissoluble(SL=18): You possess infinite regeneration
30	26500000	988	776	655	
31	27560000	998	877	665	
32	28620000	998	877	665	
33	29680000	A99	887	766	
34	30740000	A99	887	766	
35	31800000	AA9	988	776	
36	32860000	AA9	988	776	

Myojin7P Slayer RDM

Level	KXP	Spells			Requisites: Str 36, Wis 17, Chr 18, Cml 17, HNCL 18, Class slots 3 Alignment: C any HD/level: 4d75 Weapon Prof.: 11+level To Hit Table: 2xCust Saves: (none) Reference: RDM Groups: Concordant, Random, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	105500	2--	---	---	
3	316500	22-	---	---	
4	633000	22-	---	---	
5	1055000	322	---	---	
6	1582500	322	---	---	
7	2110000	332	2--	---	
8	3165000	332	2--	---	
9	4220000	433	22-	---	
10	5275000	433	22-	---	Gets professional wrestling style "stiff worker" and LVL maneuvers.
11	6330000	443	322	---	Immune to ability score damage, disease, normal/para/quasi elements, poison.
12	7385000	443	322	---	You have one free species enemy similar to Slayer mini-class.
13	8440000	544	332	2--	Level 1: Effective caster level is 6.
14	9495000	544	332	2--	Level 2: 1F, LVL/d: Summon a DL (LVL+2)/2 creature of different gender that you control and can't understand. (Considering you aren't worth much else.)
15	10550000	554	433	22-	Level 3: 1F, 1/reset: Free day companion named "Svetlana" who "runs off" at the end of the reset.
16	11605000	554	433	22-	Level 4: Speak with anyone with Int > 10 at will.
17	12660000	655	443	322	Level 5: 15:25:ect: 1X, 1/d: Breath Venderant Nelab (1 group, dmg= max hp, save or stunned)
18	13715000	655	443	322	Level 7: 1 borrowed P, 1/r: Deny N attacks from occurring, where N is your #Att.
19	14770000	665	544	332	<i>{Living Blade}</i>
20	15825000	665	544	332	Level 7: Euphoria: While wearing your Trilby, you experience Capital E Euphoria
21	16880000	766	554	433	(Astral Projection; Regen LVL hp/s)
22	17935000	766	554	433	Known Spells:
23	18990000	776	655	443	Remove [Status Name] (SL=SEL): You can remove this status. Double Resist is SEL-1 and Resist is SEL-2. So Double Resist Charm (SEL=3) is a 2nd level spell (SL=SEL-1=3-1).
24	20045000	776	655	443	
25	21100000	877	665	544	Soothsayer(SL=10): You always hear the truth
26	22155000	877	665	544	It that Betrays (SL=11): Summon a DL XI Eldrazi with "When this creature attacks, defending creature sacrifices 2 items/effects" and "All sacrificed items/effects come under your control".
27	23210000	887	766	554	
28	24265000	887	766	554	Blightsteel Colossus (SL=12): Summon a DL XII indestructible Golem with overhit,
29	25320000	988	776	655	"all dmg this deals is permanent (non-ignorable)", and "If this is killed, you reset this spell slot".
30	26375000	988	776	655	
31	27430000	998	877	665	Look Skyward and Despair (SL=13): Summon CCL DL V flying Dragons (+1slot).
32	28485000	998	877	665	Shangri-La Spell (SL=14): Immune Xviming
33	29540000	A99	887	766	Behold the Power of Destruction (SL=15): Destroy/disjunct all items, effects, summons target controls.
34	30595000	A99	887	766	Ultimate Weapon Focus(SL=16): +CCL iTH
35	31650000	AA9	988	776	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.
36	32705000	AA9	988	776	Warmonger Spell (SL=18): 1M: A group gets +WCL QX actions

Choicer 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: Wis 32, Cml 14, HNCL 9, Class slots 2
Alignment: non-A (Overwrite to all other classes)
HD/level: & ++4d55
Weapon Prof.: & 11+level/2
To Hit Table: 2xFtr0
Saves: War
Reference: RDM
Groups: Random, Offensive, Concordant(x2)
Complexity: CF=1

Big Bugs get iTechR (Irreducible Technological Resistance) and iaTechR (Irreducible Anti-Technological Resistance) = 30*level%.
 Additional To Hit & ++level
 Level 9: 1P: Attack only one target this segment. Your base # attacks per weapon/fist = LVL.
 Known Powers
 Max Faktor (SL=N): Pick MF, PF, PsiF, TechF. Raise or lower it by N.
 Stampede N (SL=N): Stampede of Horses attack one target (material component for two), target takes SL^4 dmg and Capital T trampled.
 Your Puny Minds Cannot Fathom (SL=11): Regain 4 SL's. You have no max number of maintain's.
 Your Puny Minds Cannot Fathom (SL=11): Regain 4 SL's. You have no max number of maintain's.
 Chimerical(SL=14): You can shapechange into two creatures simultaneously
 Quixotic(SL=14): You can re-roll any dice roll (yours or friend's) 1/s
 Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously
 Life's Web (SL=17): Summon CCL*7 DL=7+CCL/7 monsters (you can comprehend them if over DL X)
 Living Planet Spell (SL=20): Exceptional Con bonuses work for this class (even if it says it doesn't).
 Psi∞ Ultra+2(W)'s (SL=20):Pixilate (group, RSW save for 100 idmg)

The Best Pig-Digger BBC RDM

Level	KXP	Spells			Requisites: Dex 18, Cml 17, HNCL 18, Class slots 2 Alignment: any HD/level: +2d65 Weapon Prof.: 4+level To Hit Table: Mon Saves: & 3xFtr0 Reference: RDM Groups: Overt, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	6300	2--	---	---	
3	18900	22-	---	---	
4	37800	22-	---	---	
5	63000	322	---	---	
6	94500	322	---	---	
7	126000	332	2--	---	
8	189000	332	2--	---	
9	252000	433	22-	---	
10	315000	433	22-	---	PSPs = (Con+Int+Wis+Chr) * LVL
11	378000	443	322	---	Gets Str or Dex (not Wis) bonus to spell progression.
12	441000	443	322	---	Free Of Legend racial adjective.
13	504000	544	332	2--	Level 1: 1X: Create a "crimson" light-saber. It is a size M weapon, weightless, damage CCLd20 and has a crit range of 15+ for x(4+CCL); ++CCL TH/xCCL dmg. It is disintegration branded. You may lend it out.
14	567000	544	332	2--	Level 1:,2:,etc.: (every level): +1 Dex.
15	630000	554	433	22-	Level 1: 1M: Summon a DL=(LVL+2)/3 monster (type Retarded Animal Baby). You gain the abilities that type grants as long as you have that summon.
16	693000	554	433	22-	Level 1: Gain 1 "Plate". You store body parts on your Plate.
17	756000	655	443	322	Level 1: 600F actions, 1/reset: Mix in a (1+LVL/10) XP race for free
18	819000	655	443	322	Level 1: On a natural roll of 20-LVL/2 or greater with a melee attack, you Sharpness the target.
19	882000	665	544	332	Level 9: Can use 3M actions per segment.
20	945000	665	544	332	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.
21	1008000	766	554	433	Known Spells:
22	1071000	766	554	433	[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)
23	1134000	776	655	443	Primal Surge (SL=10): Primal Surge (SL=10): Cast a spell at random that you know. If it summons a creature/creates an item/generates a special, repeat this process.
24	1197000	776	655	443	Psi∞ Supers (SL=11): Enhance (1bM to use, add your CCL to the CCL of an effect for this segment)
25	1260000	877	665	544	Spell Immunity (S)(SL=12): You are immune to non-Concordant spells of a certain level
26	1323000	877	665	544	A Display of My Dark Power (SL=13): Psi cost half points, Spells cost half slots, abilities have double uses this rd.
27	1386000	887	766	554	Perfect Critical(SL=14): Your critical threat range is quintupled
28	1449000	887	766	554	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).
29	1512000	988	776	655	Transilient Will(SL=16): You always succeed in Will saves (+1 MSave)
30	1575000	988	776	655	White Honden (SL=17): Cureall and remove CCL [C] section effects on up to CCL targets
31	1638000	998	877	665	Living Planet Spell (SL=18): Your attacks are felt by all enemies in your group (Cascade Ram).
32	1701000	998	877	665	
33	1764000	A99	887	766	
34	1827000	A99	887	766	
35	1890000	AA9	988	776	
36	1953000	AA9	988	776	

The Worst Mixerizer Slayer RDM

Level	KXP	Spells			Requisites: Str 33, Con 15, Int 14, Cml 14, HNCL 18, Class slots 3 Alignment: LE (Overwrite to all other classes) HD/level: 3d75 Weapon Prof.: 10+level/2 To Hit Table: 3xFtr0 Saves: & M-U0 Reference: RDM Groups: Wizard, Custom, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	106000	2--	---	---	
3	318000	22-	---	---	
4	636000	22-	---	---	
5	1060000	322	---	---	
6	1590000	322	---	---	
7	2120000	332	2--	---	
8	3180000	332	2--	---	
9	4240000	433	22-	---	
10	5300000	433	22-	---	
11	6360000	443	322	---	
12	7420000	443	322	---	
13	8480000	544	332	2--	
14	9540000	544	332	2--	
15	10600000	554	433	22-	
16	11660000	554	433	22-	
17	12720000	655	443	322	
18	13780000	655	443	322	
19	14840000	665	544	332	
20	15900000	665	544	332	
21	16960000	766	554	433	
22	18020000	766	554	433	
23	19080000	776	655	443	
24	20140000	776	655	443	
25	21200000	877	665	544	
26	22260000	877	665	544	
27	23320000	887	766	554	
28	24380000	887	766	554	
29	25440000	988	776	655	
30	26500000	988	776	655	
31	27560000	998	877	665	
32	28620000	998	877	665	
33	29680000	A99	887	766	
34	30740000	A99	887	766	
35	31800000	AA9	988	776	
36	32860000	AA9	988	776	

Gets Int bonus to progression.

Immune to turn undead.

Gets one Quintessential or Custom5 pick per level, among classes you know.

Gets all Exceptional stats. Can weapon specialize using the "non-Warrior" line for number of attacks.

Free Vanilla racial adjective that you must take.

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

Level 7: +1 size (can pick multiple times, using summation rule)

Known Spells:

[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)

Improved Finesse(SL=10): Use your dexterity bonus for damage

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

Living Planet Spell (SL=12): Can summon a DL=CCL monster and control and understand it.

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

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

Emrakul, the Aeons Torn (SL=15): Summon a DL XV flying Unique uncounterable Eldrazi with "protection from colored spells, When this creature attacks, defending creature sacrifices 6 items/effects, When cast you get +1RM action, and If this is killed, reset your spell progression"(+1 slot).

Perfect Defence(SL=16): iAC CCL

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

Indissoluble(SL=18): You possess infinite regeneration

1X (Advanced) Collaborator1 RDM

Level	KXP	Spells			Requisites: Int 16, Wis 15, Cml 16, Luck 16, HNCL 18, Class slots 3 Alignment: LG (Overwrite to all other classes) HD/level: +++4d90 Weapon Prof.: 15+level To Hit Table: 2xWar Saves: Wiz Reference: RDM Groups: Priest, Mirror, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	7500	2--	---	---	
3	22500	22-	---	---	
4	45000	22-	---	---	
5	75000	322	---	---	
6	112500	322	---	---	
7	150000	332	2--	---	
8	225000	332	2--	---	
9	300000	433	22-	---	
10	375000	433	22-	---	
11	450000	443	322	---	
12	525000	443	322	---	
13	600000	544	332	2--	
14	675000	544	332	2--	
15	750000	554	433	22-	
16	825000	554	433	22-	
17	900000	655	443	322	
18	975000	655	443	322	
19	1050000	665	544	332	
20	1125000	665	544	332	
21	1200000	766	554	433	
22	1275000	766	554	433	
23	1350000	776	655	443	
24	1425000	776	655	443	
25	1500000	877	665	544	
26	1575000	877	665	544	
27	1650000	887	766	554	
28	1725000	887	766	554	
29	1800000	988	776	655	
30	1875000	988	776	655	
31	1950000	998	877	665	
32	2025000	998	877	665	
33	2100000	A99	887	766	
34	2175000	A99	887	766	
35	2250000	AA9	988	776	
36	2325000	AA9	988	776	

Sphere robe (-1 SL) in Chaos
 Gets 30 Rogue points per level.
 +(prereq stat)/20 S Actions (round down)
 You have +1 Secondary Skill and no XP doubling past level 36.
 Level 1: 0, LVL/d: Anti-Concordant Shell (0th-1st)
 Level 2:,8:,14:,ect: 1X, 1/d: iFreedom.
 Level 4: Fertility Sheath: You are immune to any type of constitution damage/draining or disease-based attack.
 Level 6: 0, LVL/d: Target creature is not Time/Reality Stable
 Known Spells:
 Stations of the Cross (SL=N): One target suffers a status effect of SEL=N.
 J*zz Trap Spreads My Gap (SL=10): Target planeshifts to and Capital D Drowns in the elemental plane of white pudding (no resistance). [A69]: replace white pudding with semen.
 The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1slot).
 Spiritual Ancestry(SL=12): Gain the traits of any Outsider sub-type
 Shangri-La Spell (SL=13): Between to Shangri-La.
 Apostasy(SL=14): You are unaffected by alignment based effects
 Every Last Vestige Shall Rot (SL=15): Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.
 Greater Dominance(SL=16): Foes with less than 1/3 your hit die automatically fail their saves
 Force Persuasion/Mind Speak (SL=17): Communicate with other sith/force users.
 Range=Same Multiverse
 Warmonger Spell (SL=18): 1M: A group gets +WL% xXR (infinite XR)

Grand Supreme Sentinel RDM

Level	KXP	Psionics
		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 ---
11	276000	442 ---
12	322000	543 ---
13	368000	543 ---
14	414000	543 ---
15	460000	553 2--
16	506000	654 2--
17	552000	654 2--
18	598000	654 2--
19	644000	664 3--
20	690000	765 3--
21	736000	765 3--
22	782000	765 3--
23	828000	775 4--
24	874000	876 42-
25	920000	876 42-
26	966000	876 42-
27	1012000	886 52-
28	1058000	987 53-
29	1104000	987 53-
30	1150000	987 53-
31	1196000	997 63-
32	1242000	A98 64-
33	1288000	A98 64-
34	1334000	A98 64-
35	1380000	AA8 742
36	1426000	BA9 752

Requisites: Str 16, Cml 34, HNCL 18, Class slots 2

Alignment: L any

HD/level: 3d25

Weapon Prof.: 5+level

To Hit Table: 3xWiz

Saves: 3xFtr0

Reference: RDM

Groups: Warrior, Offensive, Concordant(x2)

Complexity: CF=1

Gains Psi1 abilities at half the Mystic Knight's level (round up).

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

iPhone App: 1M: Detect snares, pits, mines, mechanical traps.

You have the Cleave feat.

Level 1 : iaER LVL*10%

Level 18: Pick any other Animal class you know. You have all abilities of that class as if 8 levels lower.

Level 18: Find the Path 1/day (as the Priest spell).

Level 27: Triple Rainbow!!: Unarmed attacks are triple rainbow silver branded.

Known Powers

[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.

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

Psi∞ Supers (SL=11): Sporacle (random SEL 8 status effect, one target, no save)

Ship in a Bottle Cloud (SL=11): Mass Trap the Soul.

Karmic [Effect](SL=14): An effect you do causes damage direct to experience points

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

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

Omniverses in a random direction, no save)

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

Psi∞ Ultra+2(W)'s (SL=20): Flash Summon Ultra+2 (summon a DL XXII monster, it attacks once now, then disappears)

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

The Worst Mixerizer Slayer RDM

Level	KXP	Spells			Requisites: Str 33, Con 15, Int 14, Cml 14, HNCL 18, Class slots 3 Alignment: LE (Overwrite to all other classes) HD/level: 3d75 Weapon Prof.: 10+level/2 To Hit Table: 3xFtr0 Saves: & M-U0 Reference: RDM Groups: Wizard, Custom, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	106000	2--	---	---	
3	318000	22-	---	---	
4	636000	22-	---	---	
5	1060000	322	---	---	
6	1590000	322	---	---	
7	2120000	332	2--	---	
8	3180000	332	2--	---	
9	4240000	433	22-	---	
10	5300000	433	22-	---	Gets Int bonus to progression.
11	6360000	443	322	---	Immune to turn undead.
12	7420000	443	322	---	Gets one Quintessential or Custom5 pick per level, among classes you know.
13	8480000	544	332	2--	Gets all Exceptional stats. Can weapon specialize using the "non-Warrior" line for number of attacks.
14	9540000	544	332	2--	Free Vanilla racial adjective that you must take.
15	10600000	554	433	22-	You have one free species enemy similar to Slayer mini-class.
16	11660000	554	433	22-	Level 7: +1 size (can pick multiple times, using summation rule)
17	12720000	655	443	322	Known Spells:
18	13780000	655	443	322	[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)
19	14840000	665	544	332	Improved Finesse(SL=10): Use your dexterity bonus for damage
20	15900000	665	544	332	Force Enrichment (SL=11): Choose one: +X hp, th, dmg, AC, or saves.
21	16960000	766	554	433	Living Planet Spell (SL=12): Can summon a DL=CCL monster and control and understand it.
22	18020000	766	554	433	Nature Demands an Offering (SL=13): Put a summon, item, and spell effect into an enemy's inventory hidden.
23	19080000	776	655	443	Eelemental Summon X (SL=14): Summon CCL DL X Eelementals
24	20140000	776	655	443	Emrakul, the Aeons Torn (SL=15): Summon a DL XV flying Unique uncounterable
25	21200000	877	665	544	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
26	22260000	877	665	544	killed, reset your spell progression"(+1 slot).
27	23320000	887	766	554	Perfect Defence(SL=16): iAC CCL
28	24380000	887	766	554	Night's Reach (SL=17): Natural Set CCL targets (no save)
29	25440000	988	776	655	Indissoluble(SL=18): You possess infinite regeneration
30	26500000	988	776	655	
31	27560000	998	877	665	
32	28620000	998	877	665	
33	29680000	A99	887	766	
34	30740000	A99	887	766	
35	31800000	AA9	988	776	
36	32860000	AA9	988	776	

The Worst Mixerizer Slayer RDM

Level	KXP	Spells			Requisites: Str 33, Con 15, Int 14, Cml 14, HNCL 18, Class slots 3 Alignment: LE (Overwrite to all other classes) HD/level: 3d75 Weapon Prof.: 10+level/2 To Hit Table: 3xFtr0 Saves: & M-U0 Reference: RDM Groups: Wizard, Custom, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	106000	2--	---	---	
3	318000	22-	---	---	
4	636000	22-	---	---	
5	1060000	322	---	---	
6	1590000	322	---	---	
7	2120000	332	2--	---	
8	3180000	332	2--	---	
9	4240000	433	22-	---	
10	5300000	433	22-	---	
11	6360000	443	322	---	
12	7420000	443	322	---	
13	8480000	544	332	2--	
14	9540000	544	332	2--	
15	10600000	554	433	22-	
16	11660000	554	433	22-	
17	12720000	655	443	322	
18	13780000	655	443	322	
19	14840000	665	544	332	
20	15900000	665	544	332	
21	16960000	766	554	433	
22	18020000	766	554	433	
23	19080000	776	655	443	
24	20140000	776	655	443	
25	21200000	877	665	544	
26	22260000	877	665	544	
27	23320000	887	766	554	
28	24380000	887	766	554	
29	25440000	988	776	655	
30	26500000	988	776	655	
31	27560000	998	877	665	
32	28620000	998	877	665	
33	29680000	A99	887	766	
34	30740000	A99	887	766	
35	31800000	AA9	988	776	
36	32860000	AA9	988	776	

Gets Int bonus to progression.

Immune to turn undead.

Gets one Quintessential or Custom5 pick per level, among classes you know.

Gets all Exceptional stats. Can weapon specialize using the "non-Warrior" line for number of attacks.

Free Vanilla racial adjective that you must take.

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

Level 7: +1 size (can pick multiple times, using summation rule)

Known Spells:

[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)

Improved Finesse(SL=10): Use your dexterity bonus for damage

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

Living Planet Spell (SL=12): Can summon a DL=CCL monster and control and understand it.

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

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

Emrakul, the Aeons Torn (SL=15): Summon a DL XV flying Unique uncounterable Eldrazi with "protection from colored spells, When this creature attacks, defending creature sacrifices 6 items/effects, When cast you get +1RM action, and If this is killed, reset your spell progression"(+1 slot).

Perfect Defence(SL=16): iAC CCL

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

Indissoluble(SL=18): You possess infinite regeneration

Indigo Bug RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	2--	---	---
2	6400	2--	---	---
3	19200	22-	---	---
4	38400	22-	---	---
5	64000	322	---	---
6	96000	322	---	---
7	128000	332	2--	---
8	192000	332	2--	---
9	256000	433	22-	---
10	320000	433	22-	---
11	384000	443	322	---
12	448000	443	322	---
13	512000	544	332	2--
14	576000	544	332	2--
15	640000	554	433	22-
16	704000	554	433	22-
17	768000	655	443	322
18	832000	655	443	322
19	896000	665	544	332
20	960000	665	544	332
21	1024000	766	554	433
22	1088000	766	554	433
23	1152000	776	655	443
24	1216000	776	655	443
25	1280000	877	665	544
26	1344000	877	665	544
27	1408000	887	766	554
28	1472000	887	766	554
29	1536000	988	776	655
30	1600000	988	776	655
31	1664000	998	877	665
32	1728000	998	877	665
33	1792000	A99	887	766
34	1856000	A99	887	766
35	1920000	AA9	988	776
36	1984000	AA9	988	776

Requisites: Cml 16, Luck 16, HNCL 18

Alignment: TG

HD/level: & +++3d75

Weapon Prof.: & 4+level/2

To Hit Table: 2xPsi

Saves: 2xPsi

Reference: RDM

Groups: Offensive, Concordant(x2)

Complexity: CF=1

Gets 2H actions per round.

Integrated Class Features (Var.): Ascended Deities gain class features of any 3rd edition class equal to half their Hit Dice. Ascended Deity's with both Hit Dice and Class Levels do not count their levels for the purposes of determining these integrated class features, only their Hit Dice.

Immune Insanity.

Level 2:,4:,etc.: +1bRV action.

Level 5: 1F, spend a research point, 1/d: Learn a feat or spell from the Book of Erotic Fantasy.

Level 9: Devil's Ratings Advocate: Gain the level abilities of both [Conservative] and [Liberal].

Level 18: You have infinite percentage in "Find/Institutionalize Specials". (flavor of the window)

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

Known Spells:

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

Greater Critical Multiplier(SL=10): Your critical multiplier is trebled

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

Regeneration(SL=12): You gain regeneration HNCL/2 /s

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

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

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

Invincibility(SL=16): You can make a Fortitude save to avoid damage from any source.

The DC = dmg.

Infinite Rage (SL=17): Earthquake CCL groups, each group takes CCL^2 Bdmg

(Boxes of dmg, each "Box" is 100 dmg)

Omnific Toughness(SL=18): +CCL ihp

Infinite Dashing Remover RDM

Level	KXP	Spells			Requisites: Dex 15, Chr 33, Cml 14, HNCL 9, Class slots 3 Alignment: any N HD/level: 3e70 Weapon Prof.: 7+level/2 To Hit Table: & 2xMon Saves: 2xCust Reference: RDM Groups: PCDesigned, Overt, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	105500	2--	---	---	
3	316500	22-	---	---	
4	633000	22-	---	---	
5	1055000	322	---	---	
6	1582500	322	---	---	
7	2110000	332	2--	---	
8	3165000	332	2--	---	
9	4220000	433	22-	---	
10	5275000	433	22-	---	+1 to hit or saves means to adjust true die roll by 1.
11	6330000	443	322	---	40 Rogue points per level.
12	7385000	443	322	---	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.
13	8440000	544	332	2--	Level 5: Enlightened Intelligence: +2 Int,-2 Wis.
14	9495000	544	332	2--	Known Spells:
15	10550000	554	433	22-	Disintegrate N (SL=N): Deals 10*N fire dmg to target. If target drops, Slain+no remains.
16	11605000	554	433	22-	Rap God (SL=10): Cast one Int or Chr based Demigod0 spell with DCL=1.
17	12660000	655	443	322	Ulamog, the Infinite Gyre (SL=11): Summon a DL XI indestructible Unique Eldrazi
18	13715000	655	443	322	with "When you cast this destroy a creature/spell/psi effect, When this creature attacks,
19	14770000	665	544	332	defending creature sacrifices 4 items/effects, and If this is killed, you artificial reset
20	15825000	665	544	332	your spell progression.(+1 slot)"
21	16880000	766	554	433	Mime Spell(SL=12): You can copy any non-Concordant spell used against you per
22	17935000	766	554	433	reset
23	18990000	776	655	443	Living Dungeon Spell (SL=13): Add your current boxes to your AC.
24	20045000	776	655	443	Living Planet Spell (SL=14): Add you current hp to your saves. (Inverse Dragon
25	21100000	877	665	544	Armoring).
26	22155000	877	665	544	Emrakul, the Aeons Torn (SL=15): Summon a DL XV flying Unique uncounterable
27	23210000	887	766	554	Eldrazi with "protection from colored spells, When this creature attacks, defending
28	24265000	887	766	554	creature sacrifices 6 items/effects, When cast you get +1RM action, and If this is
29	25320000	988	776	655	killed, reset your spell progression"(+1 slot).
30	26375000	988	776	655	Shangri-La Spell (SL=16): Immune Demigod Twilighting.
31	27430000	998	877	665	Eternal Dominion (SL=17): For 1 round, each segment, Fork an effect as a 0 action.
32	28485000	998	877	665	Absolute(SL=18): ++N on all rolls = sum of opponents' concordant levels in the room.
33	29540000	A99	887	766	
34	30595000	A99	887	766	
35	31650000	AA9	988	776	
36	32705000	AA9	988	776	

The Worst Mixerizer Slayer RDM

Level	KXP	Spells			Requisites: Str 33, Con 15, Int 14, Cml 14, HNCL 18, Class slots 3 Alignment: LE (Overwrite to all other classes) HD/level: 3d75 Weapon Prof.: 10+level/2 To Hit Table: 3xFtr0 Saves: & M-U0 Reference: RDM Groups: Wizard, Custom, Offensive, Concordant(x2) Complexity: CF=1
		ABC	DEF	GHI	
1	0	2--	---	---	
2	106000	2--	---	---	
3	318000	22-	---	---	
4	636000	22-	---	---	
5	1060000	322	---	---	
6	1590000	322	---	---	
7	2120000	332	2--	---	
8	3180000	332	2--	---	
9	4240000	433	22-	---	
10	5300000	433	22-	---	Gets Int bonus to progression.
11	6360000	443	322	---	Immune to turn undead.
12	7420000	443	322	---	Gets one Quintessential or Custom5 pick per level, among classes you know.
13	8480000	544	332	2--	Gets all Exceptional stats. Can weapon specialize using the "non-Warrior" line for number of attacks.
14	9540000	544	332	2--	Free Vanilla racial adjective that you must take.
15	10600000	554	433	22-	You have one free species enemy similar to Slayer mini-class.
16	11660000	554	433	22-	Level 7: +1 size (can pick multiple times, using summation rule)
17	12720000	655	443	322	Known Spells:
18	13780000	655	443	322	[Status Name] Brand (SL=SEL+4): Brand this Status Effect to one weapon (no save)
19	14840000	665	544	332	Improved Finesse(SL=10): Use your dexterity bonus for damage
20	15900000	665	544	332	Force Enrichment (SL=11): Choose one: +X hp, th, dmg, AC, or saves.
21	16960000	766	554	433	Living Planet Spell (SL=12): Can summon a DL=CCL monster and control and understand it.
22	18020000	766	554	433	Nature Demands an Offering (SL=13): Put a summon, item, and spell effect into an enemy's inventory hidden.
23	19080000	776	655	443	Elemental Summon X (SL=14): Summon CCL DL X Elementals
24	20140000	776	655	443	Emrakul, the Aeons Torn (SL=15): Summon a DL XV flying Unique uncounterable
25	21200000	877	665	544	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
26	22260000	877	665	544	killed, reset your spell progression"(+1 slot).
27	23320000	887	766	554	Perfect Defence(SL=16): iAC CCL
28	24380000	887	766	554	Night's Reach (SL=17): Natural Set CCL targets (no save)
29	25440000	988	776	655	Indissoluble(SL=18): You possess infinite regeneration
30	26500000	988	776	655	
31	27560000	998	877	665	
32	28620000	998	877	665	
33	29680000	A99	887	766	
34	30740000	A99	887	766	
35	31800000	AA9	988	776	
36	32860000	AA9	988	776	

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32	28620000	998	877	665	
33	29680000	A99	887	766	
34	30740000	A99	887	766	
35	31800000	AA9	988	776	
36	32860000	AA9	988	776	