

Super Vampire RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	655	---	---
2	2300	665	5--	---
3	6900	665	5--	---
4	13800	766	55-	---
5	23000	766	55-	---
6	34500	776	655	---
7	46000	776	655	---
8	69000	877	665	5--
9	92000	877	665	5--
10	115000	887	766	55-
11	138000	887	766	55-
12	161000	988	776	655
13	184000	988	776	655
14	207000	998	877	665
15	230000	998	877	665
16	253000	A99	887	766
17	276000	A99	887	766
18	299000	AA9	988	776
19	322000	AA9	988	776
20	345000	BAA	998	877
21	368000	BAA	998	877
22	391000	BBA	A99	887
23	414000	BBA	A99	887
24	437000	CBB	AA9	988
25	460000	CBB	AA9	988
26	483000	CCB	BAA	998
27	506000	CCB	BAA	998
28	529000	DCC	BBA	A99
29	552000	DCC	BBA	A99
30	575000	DDC	CBB	AA9
31	598000	DDC	CBB	AA9
32	621000	EDD	CCB	BAA
33	644000	EDD	CCB	BAA
34	667000	EED	DCC	BBA
35	690000	EED	DCC	BBA
36	713000	FEE	DDC	CBB

Requisites: Chr 133, HNCL 27

Alignment: TN

HD/level: & ++19d90

Weapon Prof.: & 17+level

To Hit Table: 2xRog

Saves: & 2xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=6

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

Super hearing: Detect Noise (as Rogue ability) 200*LVL%; Can "hear" radio frequencies.

Gets +IX action. Gets +LVL E actions.

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

Level 1: 1N: Sending.

Level 8: Total HD is 361d12.

Known Spells:

Nicoli Rimsky Korsakov - Flight of the Bumblebee (SL=N): Can only be cast 1/reset.

Wishoid for a Creeping Doom spell of SL=N+1

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

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

Heavy-handed(SL=12): You gain double your strength bonus to damage

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

Cosmic Consciousness(SL=14): You sense everything (immune Dust, Mirage Arcana, Displacement, etc.)

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 +IRM action, and If this is killed, reset your spell progression"(+1 slot).

Anti-Matter [Effect](SL=16): One of your effects can do antimatter based damage; or +1d100 antimatter dmg / physical attack

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

Indissoluble(SL=18): You possess infinite regeneration

The Second farian Slayer RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	54-	---
2	1600	55-	---
3	4800	654	---
4	9600	654	---
5	16000	654	---
6	24000	664	---
7	32000	765	---
8	48000	765	---
9	64000	765	---
10	80000	775	4--
11	96000	876	4--
12	112000	876	4--
13	128000	876	4--
14	144000	886	5--
15	160000	987	5--
16	176000	987	5--
17	192000	987	5--
18	208000	997	6--
19	224000	A98	64-
20	240000	A98	64-
21	256000	A98	64-
22	272000	AA8	74-
23	288000	BA9	75-
24	304000	BA9	75-
25	320000	BA9	75-
26	336000	BB9	85-
27	352000	CBA	86-
28	368000	CBA	86-
29	384000	CBA	86-
30	400000	CCA	964
31	416000	DCB	974
32	432000	DCB	974
33	448000	DCB	974
34	464000	DDB	A75
35	480000	EDC	A85
36	496000	EDC	A85

Requisites: Con 141, HNCL 27

Alignment: LE

HD/level: 12d20

Weapon Prof.: 1+level/2

To Hit Table: 3xWar

Saves: & 2xFtr0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=6

Exceptional Int and Wis, Barbarian Chr.

Con bonus for iHD is (Con score)/25, round down. Levels of Exceptional Con reduce the divisor by 1 each (Exceptional Con divides by 24, Barbarian Con divides by 23, etc.). If you get to a zero divisor (7 levels beyond Uber Barb Con), it becomes iiHD 1d0 dividing by 25 again (starting with the 25th level of Exceptional Con).

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.

+1 S action only usable in segment 2.

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

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

Level 1:,2:,etc.: +1 ihp.

Level 2: Immune Gravity and 0, LVL/d: ++20 to one saving throw.

Level 3: 1V: Between, no summoning sickness. (... You can't hide, you won't hide...)

Level 4: Total HD is 21d12.

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

Level 18: You may convert 2KG -> 1KQG. You may convert 2scrG -> 1IscrG. (scrG = Script Godly)

Known Powers

Summon Horse N (SL=N): Summon a DL=SL+1 Horse or (11-SL)^2 DL=SL Donkeys/Mules.

Toby Keith/Willie Nelson - Beer For My Horses (SL=N): Wishoid for a Country Music Sampler spell of SL=N-1

Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.

Hypnox* (SL=11): Summon a DL XI flying nightmare horror and all enemys' progressions become spent.

Lich Cloud(SL=14): Life Trapping (as per Mirror).

Ignite the Cloneforge! (SL=14): Duplicate an item/effect from an enemy.

Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.

Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.

Unearthly Defence(SL=20): +1iiAC

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

Brain Spirit in a Box RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	655	---	---
2	1600	665	5--	---
3	4800	665	5--	---
4	9600	766	55-	---
5	16000	766	55-	---
6	24000	776	655	---
7	32000	776	655	---
8	48000	877	665	5--
9	64000	877	665	5--
10	80000	887	766	55-
11	96000	887	766	55-
12	112000	988	776	655
13	128000	988	776	655
14	144000	998	877	665
15	160000	998	877	665
16	176000	A99	887	766
17	192000	A99	887	766
18	208000	AA9	988	776
19	224000	AA9	988	776
20	240000	BAA	998	877
21	256000	BAA	998	877
22	272000	BBA	A99	887
23	288000	BBA	A99	887
24	304000	CBB	AA9	988
25	320000	CBB	AA9	988
26	336000	CCB	BAA	998
27	352000	CCB	BAA	998
28	368000	DCC	BBA	A99
29	384000	DCC	BBA	A99
30	400000	DDC	CBB	AA9
31	416000	DDC	CBB	AA9
32	432000	EDD	CCB	BAA
33	448000	EDD	CCB	BAA
34	464000	EED	DCC	BBA
35	480000	EED	DCC	BBA
36	496000	FEE	DDC	CBB

Requisites: HNCL 18

Alignment: any

HD/level: & 11d40

Weapon Prof.: & 13+level/2

To Hit Table: Pri

Saves: & always +0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=6

Know Clerical Elemental2 spells

Additional Saves & ++level

Gets +LVL X actions per round

Gets X21 powers. X21 powers that modify CL, ML, level, or XP cannot be applied to the G-Acter0 class. The powers that give Bonus to Mirrored XP cannot apply the bonus to the G-Acter0 class (you have to spend it elsewhere).

Level 1: Can combine ACs from different sources.

Known Spells:

If god wanted you up there I am sure he would have miracled your ass up there by now (SL=N): Miracle SL=N.

Improved Toughness (S)(SL=10): You gain an additional hit point per hit die

Every Hope Shall Vanish (SL=11): Each target (one group) loses a spell from memorization.

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

A Display of My Dark Power (SL=13): Psi cost half points, Spells cost half slots, abilities have double uses this rd.

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

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 +IRM action, and If this is killed, reset your spell progression"(+1 slot).

Living Planet Spell (SL=16): Add you current hp to your to hit. (Inverse Dragon Lancing).

Green Honden (SL=17): For 1 turn, each segment, copy one of your summons (it's in the same summon slot as the original)

Omnific Toughness(SL=18): +CCL ihp

Chromatic Pawn(Pinpoint 0.62)4 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	322	---	---
2	1800	332	2--	---
3	5400	332	2--	---
4	10800	433	22-	---
5	18000	433	22-	---
6	27000	443	322	---
7	36000	443	322	---
8	54000	544	332	2--
9	72000	544	332	2--
10	90000	554	433	22-
11	108000	554	433	22-
12	126000	655	443	322
13	144000	655	443	322
14	162000	665	544	332
15	180000	665	544	332
16	198000	766	554	433
17	216000	766	554	433
18	234000	776	655	443
19	252000	776	655	443
20	270000	877	665	544
21	288000	877	665	544
22	306000	887	766	554
23	324000	887	766	554
24	342000	988	776	655
25	360000	988	776	655
26	378000	998	877	665
27	396000	998	877	665
28	414000	A99	887	766
29	432000	A99	887	766
30	450000	AA9	988	776
31	468000	AA9	988	776
32	486000	BAA	998	877
33	504000	BAA	998	877
34	522000	BBA	A99	887
35	540000	BBA	A99	887
36	558000	CBB	AA9	988

Requisites: Wis 146, HNCL 27

Alignment: CS

HD/level: 14d50

Weapon Prof.: 11+level/2

To Hit Table: M-U0

Saves: & CTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=6

Can use 2P+1V+1X or 2M+1V+1X (but not 1P+1M+1V+1X) per segment if desired.

Gets a Rogue Ability -like chart. It gets 60 "Concordant" points per level; these are not Rogue points.

Resist Chromatic.

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

Level 1: You have a bite attack (CCLd20, 20-CCL crit range, on crit, swallow whole).

Level 1:,2:,etc.: +1 psionic frequency this class can pick from.

Level 1:,2:,etc.: +1 minor X24 power, that actually works with this class (technically this frequency would be called X38, as it's affecting a x2 class). I included the X24 (X38) powers on the next page.

Level 1: DR 2*CCL/epic, lawful and mindless.

Level 1: Immune to cold and fire (spreads).

Level 2:,7:,12:,ect: 1X, 1/d: Between.

Level 3:,8:,13:,ect: 1X, 1/d: Become Intangible (immune matter) for 20+lvl rds.

Level 3:,6:,9:,ect: 1X, 1/d: Extend duration of a gate by +1day.

Level 10: 1X: Summon the Iron Flask of Tuerny the Merciless for just this segment.

Gain "1N: Barbarian Smash the Iron Flask of Tuerny the Merciless."

Known Spells:

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

Storm Herd (SL=10): Summon N DL I flying Pegasus', where N=your current hp (same slot).

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

Shangri-La Spell (SL=12): Rewrite a creature out of time (no save, XR to resist)

I Call on the Ancient Magics (SL=13): You get 2 research points to use this segment and your group gets 1 point.

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

Behold the Power of Destruction (SL=15): Destroy/disjunct all items, effects, summons target controls.

Perfect Defence(SL=16): iAC CCL

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

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

Dual-Classed God1 RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	43-	---
2	1600	44-	---
3	4800	543	---
4	9600	543	---
5	16000	543	---
6	24000	553	---
7	32000	654	---
8	48000	654	---
9	64000	654	---
10	80000	664	3--
11	96000	765	3--
12	112000	765	3--
13	128000	765	3--
14	144000	775	4--
15	160000	876	4--
16	176000	876	4--
17	192000	876	4--
18	208000	886	5--
19	224000	987	53-
20	240000	987	53-
21	256000	987	53-
22	272000	997	63-
23	288000	A98	64-
24	304000	A98	64-
25	320000	A98	64-
26	336000	AA8	74-
27	352000	BA9	75-
28	368000	BA9	75-
29	384000	BA9	75-
30	400000	BB9	853
31	416000	CBA	863
32	432000	CBA	863
33	448000	CBA	863
34	464000	CCA	964
35	480000	DCB	974
36	496000	DCB	974

Requisites: Luck 35, HNCL 18

Alignment: non-J

HD/level: & 11d15

Weapon Prof.: & 3+level

To Hit Table: 3xFtr0

Saves: & 3xCust

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=6

IX, 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).

You may mix in one class that doesn't share a group with this class.

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

Level 4: Continuous Clairvoyance

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

Known Powers

Five Finger Death Punch - Wrong Side of Heaven (SL=N): Protection from Good & Evil each at xSL and lose/can't gain or have all priest abilities while this is running

Summon Horse N (SL=N): Summon a DL=SL+1 Horse or (11-SL)^2 DL=SL Donkeys/Mules.

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)"

Living Dungeon Spell (SL=11): +up to CCL levels of exceptional Con.

Cosmic Consciousness(SL=14): You sense everything (immune Dust, Mirage Arcana, Displacement, etc.)

Shangri-La Spell (SL=14): 1 group gets Betweened to a DL=CCL/2 Shangri-La Dungeon (no save, XR to resist)

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

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

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

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

Master Pawn1JG RDM

Level	KXP	Psionics	
		SUV	WXY
1	0	65-	---
2	2100	66-	---
3	6300	765	---
4	12600	765	---
5	21000	765	---
6	31500	775	---
7	42000	876	---
8	63000	876	---
9	84000	876	---
10	105000	886	5--
11	126000	987	5--
12	147000	987	5--
13	168000	987	5--
14	189000	997	6--
15	210000	A98	6--
16	231000	A98	6--
17	252000	A98	6--
18	273000	AA8	7--
19	294000	BA9	75-
20	315000	BA9	75-
21	336000	BA9	75-
22	357000	BB9	85-
23	378000	CBA	86-
24	399000	CBA	86-
25	420000	CBA	86-
26	441000	CCA	96-
27	462000	DCB	97-
28	483000	DCB	97-
29	504000	DCB	97-
30	525000	DDB	A75
31	546000	EDC	A85
32	567000	EDC	A85
33	588000	EDC	A85
34	609000	EEC	B86
35	630000	FED	B96
36	651000	FED	B96

Requisites: Cml 135, HNCL 27

Alignment: LG

HD/level: & 8e60+98

Weapon Prof.: & 2+level

To Hit Table: 3xPri

Saves: & 3xRog

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=6

Know Clerical Elemental2 spells

Gets 1 rank of Exceptionalness in every ability score that had a requirement in the original class.

Gets a Rogue Ability -like chart. It gets 60 "Concordant" points per level; these are not Rogue points.

You treat your HNCL as a stat that you may raise with stat points.

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 1: Fly 10*lv1"

Level 1: Continuous Undetectable Alignment and Disguise Self.

Level 1: You always win initiative. You can't be surprised.

Level 4: Automatically does maximum damage with offensive spells and weapon attacks.

Level 13: +1 G action.

Level 13: +1 G action.

Known Powers

Never Scared - Bonecrusher (SL=N): Resist fear xN and +N size categories

Dr. Dre - Nuthin' But a G Thang (SL=N): Summon up to CL/3 (max 2) different unique DL=N-1 named humans from among: Snoop Dogg (Pimp1), Dr. Dre (Charm Crafter)

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

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

Soniferous (S)(SL=14): You double the power of any single magic item you use

Living Planet Spell (SL=14): Add you current hp to your saves. (Inverse Dragon Armoring).

Force Leap/Jump (SL=17): 1bX: Leap CCL/2 miles. May make a charge attack at xCCL dmg.

Blue Honden (SL=17): Cast 16 SL's of Priest spells simultaneously

Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius=CCL miles.

Unearthly Defence(SL=20): +1iiAC

The Last Planetar RDM

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

Requisites: Con 138, HNCL 18

Alignment: LS

HD/level: & 6d45

Weapon Prof.: & 13+level/2

To Hit Table: Wiz

Saves: & 3xCTD0

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=6

Gets 1X action per round.

You may replace the base number of attacks you get with each weapon with CCL/1.

Brain a Box PSP pool = LVL iPSPs (where an iPSP is an infinite number of normal PSPs, but no more than 100*LVL PSPs at a time can be spent on powers with variable costs).

Free Dead Timeline racial adjective.

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

Known Spells:

Wolfgang Amadeus Mozart - Requiem (SL=N): Wishoid for a Catholic Priest spell of SL=N-1 or less if a group was slain this rd

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

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

Shangri-La Spell (SL=12): Summon a DL 9+CCL Shangri-La creature.

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

Shangri-La Spell (SL=14): Your summons attack as 2 DL's higher (stacks with earlier versions of this).

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

Transilient Reflexes(SL=16): You always succeed in Reflex saves (+1 PSave)

Infinite Rage (SL=17): Earthquake CCL groups, each group takes CCL^2 Bdmg (Boxes of dmg, each "Box" is 100 dmg)

Transcendental Inspiration (S)(SL=18): 1X or ½G: Duplicate a 0th-6th level Divine3 spell

Grand Dark MyojinJG RDM

Level	KXP	Psionics
		SUV WXY
1	0	65- ---
2	2300	66- ---
3	6900	765 ---
4	13800	765 ---
5	23000	765 ---
6	34500	775 ---
7	46000	876 ---
8	69000	876 ---
9	92000	876 ---
10	115000	886 5--
11	138000	987 5--
12	161000	987 5--
13	184000	987 5--
14	207000	997 6--
15	230000	A98 6--
16	253000	A98 6--
17	276000	A98 6--
18	299000	AA8 7--
19	322000	BA9 75-
20	345000	BA9 75-
21	368000	BA9 75-
22	391000	BB9 85-
23	414000	CBA 86-
24	437000	CBA 86-
25	460000	CBA 86-
26	483000	CCA 96-
27	506000	DCB 97-
28	529000	DCB 97-
29	552000	DCB 97-
30	575000	DDB A75
31	598000	EDC A85
32	621000	EDC A85
33	644000	EDC A85
34	667000	EEC B86
35	690000	FED B96
36	713000	FED B96

Requisites: Chr 133, HNCL 18

Alignment: AW (Overwrite to all other classes)

HD/level: & 23d50

Weapon Prof.: & 19+level

To Hit Table: 3xPsi

Saves: & Pri

Reference: RDM

Groups: Concordant(x2)

Complexity: CF=6

+1 Weapon proficiency per level.

You have the Cleave feat.

Level 1: 1X: Trap the Soul (1 creature, no save, no XR).

Level 1: Munchkins are not affected by encumbrance.

Level 5: Time/Reality Stability. (...I exist outside the confines of time and space...)

Level 9: Gets 1X action per round.

Known Powers

Rachmaninov - Rhapsody On A Theme Of Paganini (SL=N): Can only be cast 1/reset.

Gate in a DL=N-1 devil. You and the devil make a deal. You may only have one deal with a devil at a time

Murder of Crows N (SL=N): Flock of carnivorous crows attack one target (material component for two), target takes SL^4 dmg and Capital S skinned, Flock flys off afterwards.

Force Pull/Push (SL=11): Telekinesis, $X=(lbs.)*(speed\ in\ ft.)/CCL^2$

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)"

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

Perfect Critical(SL=14): Your critical threat range is quintupled

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

Life's Web (SL=17): Summon $CCL*7$ $DL=7+CCL/7$ monsters (you can comprehend them if over DL X)

Metempiric Toughness(SL=20): +1 iihp

Force Dark Aura (SL=20): CCL idmg cold aura with fear effect, radius= CCL miles.

The Third farian(Pinpoint 0.47) RDM

Level	KXP	Psionics
		SUV WXY
1	0	87- ---
2	1900	88- ---
3	5700	987 ---
4	11400	987 ---
5	19000	987 ---
6	28500	997 ---
7	38000	A98 ---
8	57000	A98 ---
9	76000	A98 ---
10	95000	AA8 7--
11	114000	BA9 7--
12	133000	BA9 7--
13	152000	BA9 7--
14	171000	BB9 8--
15	190000	CBA 8--
16	209000	CBA 8--
17	228000	CBA 8--
18	247000	CCA 9--
19	266000	DCB 97-
20	285000	DCB 97-
21	304000	DCB 97-
22	323000	DDB A7-
23	342000	EDC A8-
24	361000	EDC A8-
25	380000	EDC A8-
26	399000	EEC B8-
27	418000	FED B9-
28	437000	FED B9-
29	456000	FED B9-
30	475000	FFD C97
31	494000	GFE CA7
32	513000	GFE CA7
33	532000	GFE CA7
34	551000	GGE DA8
35	570000	HGF DB8
36	589000	HGF DB8

Requisites: Wis 138, HNCL 27
Alignment: JN
HD/level: & 13d100
Weapon Prof.: & 1+level
To Hit Table: M-U0
Saves: & 2xMon
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=6

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

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

+1 S action only usable in segment 3.

Level 1:,2:,etc.: +1 Limb.

Level 1: Immune from being sent to "The Source".

Level 4: iDT 1 and ixDR 1.

Level 4: 0, 1/s: CCL*4d1000 divine fire dmg to everything within 50miles*CCL.

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

Known Powers

Kanye West - Otis (SL=N): You get +10*N% gp when selling items at the end of a run. You are Dimensional Anchored.

Five Finger Death Punch - Under and Over It (SL=N): You get credit for stories of one target of DL=N that you Legend Lored

Psi∞ Supers (SL=11): Random Timeport (one target, 1dCCL timelines in random direction, no save)

Oh, Did Your Mommy Get That for You (SL=11): Loot the Room (no resist).

Living Planet Spell (SL=14): Add you current hp to your AC. (Dragon Armoring).

Shangri-La Spell (SL=14): 1 group gets Betweened to a DL=CCL/2 Shangri-La Dungeon (no save, XR to resist)

Cleansing Fire (SL=17): Slay CCL groups of targets (no save)

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

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

Unearthly Defence(SL=20): +1iiAC

Grand War Munchkin5 RDM

Level	KXP	Spells		
		ABC	DEF	GHI
1	0	877	---	---
2	1400	887	7--	---
3	4200	887	7--	---
4	8400	988	77-	---
5	14000	988	77-	---
6	21000	998	877	---
7	28000	998	877	---
8	42000	A99	887	7--
9	56000	A99	887	7--
10	70000	AA9	988	77-
11	84000	AA9	988	77-
12	98000	BAA	998	877
13	112000	BAA	998	877
14	126000	BBA	A99	887
15	140000	BBA	A99	887
16	154000	CBB	AA9	988
17	168000	CBB	AA9	988
18	182000	CCB	BAA	998
19	196000	CCB	BAA	998
20	210000	DCC	BBA	A99
21	224000	DCC	BBA	A99
22	238000	DDC	CBB	AA9
23	252000	DDC	CBB	AA9
24	266000	EDD	CCB	BAA
25	280000	EDD	CCB	BAA
26	294000	EED	DCC	BBA
27	308000	EED	DCC	BBA
28	322000	FEE	DDC	CBB
29	336000	FEE	DDC	CBB
30	350000	FFE	EDD	CCB
31	364000	FFE	EDD	CCB
32	378000	GFF	EED	DCC
33	392000	GFF	EED	DCC
34	406000	GGF	FEE	DDC
35	420000	GGF	FEE	DDC
36	434000	HGG	FFE	EDD

Requisites: Int 141, HNCL 18
Alignment: TS
HD/level: & 6d50
Weapon Prof.: & 8+level/2
To Hit Table: 2xFtr0
Saves: & Ftr0
Reference: RDM
Groups: Concordant(x2)
Complexity: CF=6

You stop aging mentally and physically.
 You have the Cleave feat.
 You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
 Level 1: Regeneration 100*lvl(troll-like).
 Level 2: If melee attacked, opponent must make a Str check(DC381) or Stuck to you and can't use that limb.
 Known Spells:
 AFI - Single Second (SL=N): 1bM: Delay a SEL=N negative status effect by N segments
 Combat Mastery(SL=10): Trade any amount of BAB to AC
 The Iron Guardian Stirs (SL=11): Summon a DL VIII Golem (+1slot).
 Shangri-La Spell (SL=12): +CCL Comprehensibility Depth for Summoned creatures.
 Surrender Your Thoughts (SL=13): One target loses CCL*4 SL's or One group loses CCL*2 SL's from memorization.
 Quixotic(SL=14): You can re-roll any dice roll (yours or friend's) 1/s
 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).
 My Crushing Masterstroke (SL=16): Gain control of all enemies items/spell effect/summons in the room this segment.
 Denying Wind (SL=17): Banhammer up to 7 effects in the room (x2 Special)
 Living Planet Spell (SL=18): Your attacks are felt by all enemies in your group (Cascade Ram).