

#	{Random} CF=1 [x2] Generated Races	Str	Dex	Con	Int	Wis	Chr	Cml	AT	hp	TH	Div.	System	Size	Move	Ref.	CF
1	Kayal	+0	-1	-1	+1	-0	+2	-2	+0	+6	-2	+3	single	L	15"	RDM	1
2	Zombie, Tourettes	-2	-1	-0	+2	-0	+2	+2	-2	+5	+2	+3	multi	M	12"	RDM	1
3	Deep DL Summon	-2	+0	+1	-2	+0	-0	-1	+0	+3	+1	+3	multi	S	9"	RDM	1
4	Instar	+2	+0	+1	+2	-1	+1	-2	+1	+4	+0	+3	either	L	15"	RDM	1
5	Cenobite	-2	-2	-2	-1	+0	-2	-0	-2	+2	-0	+3	dual	L	15"	RDM	1
6	Gem, Rose Quartz	+2	+1	+0	-0	+2	+1	-2	-1	+5	-2	+3	either	L	15"	RDM	1
7	Sepevoi	+2	-1	-2	-0	+1	+2	+2	+1	+3	-0	+3	either	M	12"	RDM	1
8	Metathran	+0	-1	+0	+1	-0	+2	+1	+0	+4	-1	+3	dual	M	12"	RDM	1
9	Aasimar	+2	-1	-2	+2	+1	+2	+0	-0	+3	+1	+3	single	L	15"	RDM	1
10	Draghkar	-0	-0	+2	+1	-0	+1	-1	+0	+3	+0	+3	single	L	15"	RDM	1
11	Shobhad	+1	-1	-0	+2	-0	-2	-1	-0	+4	+1	+3	dual	M	12"	RDM	1
12	Namekian	+0	+0	-1	-1	-2	-1	-0	-0	+4	+1	+3	multi	M	12"	RDM	1
13	Selamid	-0	+0	-2	-2	-0	+1	-1	+2	+5	+0	+3	dual	S	9"	RDM	1
14	Gem, Rose Quartz	+2	+0	+2	+2	+0	-1	+0	+0	+2	-1	+3	either	M	12"	RDM	1
15	Ysoki	-1	-2	+2	-0	+0	-1	-1	+1	+5	-0	+3	multi	M	12"	RDM	1
16	Entu Colony	-1	+2	+0	+2	-0	-0	-0	+1	+5	+1	+3	either	M	12"	RDM	1
17	Elf, Starfinder	-0	-0	+0	+0	-1	-1	-1	-1	+5	-0	+3	single	S	9"	RDM	1
18	Gholam	-1	+2	-1	+0	+2	+1	-0	-1	+6	+2	+3	single	M	12"	RDM	1
19	Darkhound	+2	+2	+1	+2	+2	+2	+2	-0	+2	+2	+3	dual	M	12"	RDM	1
20	Myrddraal	+0	-2	-2	-0	+0	+1	+1	+2	+2	-0	+3	single	M	12"	RDM	1
21	Gibbering Mouter, Rian	+1	+2	-1	+0	-2	+2	-0	-2	+3	+0	+3	single	L	15"	RDM	1
22	Bolida	-2	+1	+0	+0	-2	-1	+0	-2	+3	+2	+3	multi	M	12"	RDM	1
23	Moyishuu	+0	-1	-0	+1	-1	-2	-0	+1	+4	+2	+3	either	L	15"	RDM	1
24	Undine	+1	+2	-1	-0	-0	-0	+0	+2	+2	+0	+3	dual	L	15"	RDM	1
25	Namekian	-0	-2	+1	+0	+0	-0	+0	-0	+5	-2	+3	multi	S	9"	RDM	1
26	Worlanisi	+0	+1	-0	+0	-0	+0	+0	+1	+5	-0	+3	single	M	12"	RDM	1
27	Kanabo	-0	+0	-0	-0	-1	+1	+2	+2	+6	+1	+3	single	L	15"	RDM	1
28	Selamid	+1	+0	+1	+1	-2	+1	+2	-0	+4	-1	+3	single	M	12"	RDM	1
29	Anassanoi	-0	+2	+2	-1	-0	+1	+1	-1	+2	+2	+3	dual	L	15"	RDM	1
30	Dancing Potion Bottle	-2	-1	+2	-0	-1	-1	-0	-1	+4	+2	+3	either	L	15"	RDM	1
31	Khizar	-0	-0	-0	+0	+0	-2	+2	-1	+6	+1	+3	multi	M	12"	RDM	1
32	Ghoran	+2	-1	-2	-1	-2	+1	-1	+2	+4	+2	+3	either	M	12"	RDM	1
33	Halfling, Starfinder	-1	-2	-0	-0	+0	+0	-1	-1	+2	-0	+3	single	L	15"	RDM	1
34	Aven	+2	-0	-1	-2	+1	-2	+0	-2	+3	+1	+3	either	L	15"	RDM	1
35	Robot, XJ-2 Unit	-2	+1	-1	-0	-2	+1	+0	+0	+5	+0	+3	either	L	15"	RDM	1
36	Aven	-0	-0	+1	-0	-2	-2	-2	-2	+4	+1	+3	multi	M	12"	RDM	1
37	Sarcesian	-2	-0	+0	+1	-1	-1	+1	+1	+6	-0	+3	multi	M	12"	RDM	1
38	Endiffian	+2	+2	+1	+2	+0	-0	+1	+2	+4	+0	+3	dual	M	12"	RDM	1
39	Lashunta, Korasha	+2	-1	-2	+2	+1	-1	-2	-0	+6	-2	+3	either	S	9"	RDM	1
40	Khizar	-2	-2	-1	-1	+1	+0	-1	-2	+4	+2	+3	single	S	9"	RDM	1
41	Mr. Meeseeks	-1	-0	-0	-2	-0	+0	-2	-1	+3	-1	+3	multi	M	12"	RDM	1
42	Robot, XJ-2 Unit	-0	+1	+0	-2	-1	-2	+0	+1	+5	-1	+3	dual	S	9"	RDM	1
43	Haan	-0	+0	-0	+1	-2	+1	-1	+0	+2	-2	+3	dual	L	15"	RDM	1
44	Aeldari/Eldar	-0	+2	-2	-2	+1	+0	+0	+0	+2	+1	+3	dual	L	15"	RDM	1
45	Bear (Uplifted)	-2	+1	-1	-2	+1	-2	+0	+1	+5	+0	+3	dual	L	15"	RDM	1
46	Shatori	+2	-0	+2	+0	+0	-1	+0	-2	+6	-1	+3	dual	L	15"	RDM	1
47	Raxilite	+0	+0	+1	-0	+0	+2	-0	-0	+5	+2	+3	single	L	15"	RDM	1
48	Nezumi	-2	-0	-0	+1	+0	-1	+0	+0	+5	-0	+3	either	L	15"	RDM	1
49	Stellifera	-1	-1	+2	+1	+2	-1	+2	-0	+3	-2	+3	single	M	12"	RDM	1

50	Embri	-2	-1	+2	-1	+0	+2	-0	-0	+4	+1	+3	dual	S	9"	RDM	1
51	Telia	-0	+1	-0	-2	+2	+0	-0	+2	+3	-1	+3	multi	S	9"	RDM	1
52	Witchwyrd	+2	-0	-2	-1	-2	+2	-1	-1	+6	-0	+3	either	M	12"	RDM	1
53	Amrantah	-2	+2	+2	+1	-2	+0	-0	-1	+4	+0	+3	either	S	9"	RDM	1
54	Orochi	-1	-2	-2	-0	-2	-1	-0	-1	+2	+2	+3	single	S	9"	RDM	1
55	Kiirinta	+1	-2	+1	-0	-0	-1	+0	-1	+6	-2	+3	either	M	12"	RDM	1
56	Neskinti	+1	-1	-0	+0	+1	-1	+1	-2	+2	+0	+3	multi	L	15"	RDM	1
57	Ghibrani, Husk	+1	+1	-2	-2	+2	-2	-2	+1	+3	+1	+3	multi	S	9"	RDM	1
58	Anassanoi	-1	+0	-0	-2	+0	-1	+1	+0	+5	+1	+3	multi	L	15"	RDM	1
59	Jububnan	-0	-1	+0	-0	-0	+2	-1	-0	+6	-2	+3	multi	S	9"	RDM	1
60	Sarcesian	-0	-1	+0	-2	-1	-1	-2	-1	+5	-0	+3	dual	L	15"	RDM	1
61	Neskinti	-2	-2	+0	-2	-2	-2	-2	+0	+3	+1	+3	multi	S	9"	RDM	1
62	Gem, Bismuth	-1	+1	-2	+1	+1	+0	+1	-0	+3	+1	+3	single	S	9"	RDM	1
63	Neskinti	+1	-0	+2	-2	+2	-2	+1	+0	+4	-1	+3	multi	L	15"	RDM	1
64	Kobold, Starfinder	+2	-2	+0	-1	+0	+0	+2	+2	+4	+2	+3	single	M	12"	RDM	1
65	Kaa-leki	-2	-0	-0	-1	-2	-2	-0	-0	+5	+1	+3	dual	M	12"	RDM	1
66	Ysoki	-1	-1	+1	-2	-0	+1	-0	-0	+4	-0	+3	single	L	15"	RDM	1
67	Bantrid	+1	-0	+2	-1	-0	-2	-1	-2	+3	-0	+3	single	L	15"	RDM	1
68	Ork, Greenskin	-1	+1	-2	+1	-2	-0	-1	+1	+4	+1	+3	dual	M	12"	RDM	1
69	Elf, Starfinder	+2	-1	-2	-2	-1	-2	+2	-1	+5	-0	+3	multi	L	15"	RDM	1
70	Nantuko	-2	+1	+0	+2	+2	+1	+1	+0	+6	+0	+3	dual	S	9"	RDM	1
71	Kalo	-1	+1	-1	+0	+0	-1	-1	+2	+3	+1	+3	multi	M	12"	RDM	1
72	Sarcesian	-0	+1	-2	+2	-1	+1	-2	+2	+3	-0	+3	either	M	12"	RDM	1
73	Metathran	+1	+1	+1	-1	+2	+0	-2	-1	+3	-1	+3	either	M	12"	RDM	1
74	Svartalfar	+0	-2	+1	+2	+0	+0	-0	-0	+3	-1	+3	either	M	12"	RDM	1
75	Grippli	+0	-2	-1	-0	-0	-0	-0	+0	+2	-2	+3	multi	M	12"	RDM	1
76	Ghibrani, Membrane	+2	+1	+2	+2	+0	+2	+1	-1	+5	+2	+3	multi	M	12"	RDM	1
77	Sylph	-2	-2	+2	-2	+2	+0	+0	+1	+4	-0	+3	dual	S	9"	RDM	1
78	Gholam	+1	+1	+0	-1	+0	-1	-0	+1	+5	+0	+3	single	L	15"	RDM	1
79	Jububnan	+1	+1	-1	+1	+0	-0	+2	+2	+3	+1	+3	dual	L	15"	RDM	1
80	Kasatha	+2	+0	-0	-0	+2	+2	+2	-2	+3	-0	+3	single	L	15"	RDM	1
81	Jububnan	-1	+2	-0	-1	-0	+0	+1	+0	+4	+1	+3	either	L	15"	RDM	1
82	Scyphozoan	+0	-0	-0	+2	+1	-2	+0	+2	+4	+0	+3	multi	L	15"	RDM	1
83	Astrazoan	+2	-0	-2	-1	-1	-0	+0	+2	+5	-0	+3	single	M	12"	RDM	1
84	Tyrandid	+0	-0	+1	+1	-1	+1	+2	-2	+3	+0	+3	dual	S	9"	RDM	1
85	Tiefling, Starfinder	-0	+1	+2	-0	+0	+1	-0	-1	+3	-0	+3	single	S	9"	RDM	1
86	Villager/Testificate	+0	+1	+2	+1	+0	-1	-2	+2	+4	-2	+3	single	M	12"	RDM	1
87	Endiffian	-1	+0	-2	+2	-0	-0	-1	+0	+6	-2	+3	either	L	15"	RDM	1
88	Ijtikri	-0	+0	+0	+0	+2	-1	+0	+1	+5	+2	+3	multi	S	9"	RDM	1
89	Quorlu	-2	-1	+0	-2	-0	+2	-1	+0	+6	-2	+3	single	M	12"	RDM	1
90	Sylph	-1	+0	+0	+1	-2	-2	+1	-0	+2	+0	+3	dual	M	12"	RDM	1
91	Selamid	+1	-0	-0	+2	-0	-0	-1	+0	+4	-1	+3	either	M	12"	RDM	1
92	Lashunta, Korasha	-2	-0	-1	-2	-0	+2	-0	+1	+3	-1	+3	single	M	12"	RDM	1
93	Moyishuu	+1	+0	-0	+2	+1	+0	-1	-1	+2	-1	+3	either	S	9"	RDM	1
94	Ghibrani, Membrane	+2	+2	-2	-2	-0	+0	+1	-2	+6	-2	+3	dual	M	12"	RDM	1
95	Drow, Starfinder	-2	+1	+2	+1	+2	-0	-1	+2	+3	+0	+3	multi	M	12"	RDM	1
96	Izalguun	-0	-2	+2	-1	+1	+2	+1	+2	+5	+0	+3	dual	M	12"	RDM	1
97	Kish	+2	-0	+0	-0	-2	+0	-2	+2	+5	+1	+3	dual	S	9"	RDM	1
98	Halfling, Starfinder	+1	-0	-0	+0	-0	+1	-1	-2	+2	-0	+3	multi	M	12"	RDM	1
99	Draelik	-1	-2	+0	+2	-0	+1	-1	-2	+6	+2	+3	either	M	12"	RDM	1
100	Brakim	-2	+2	-1	-0	-2	+0	-1	-1	+3	+2	+3	dual	S	9"	RDM	1

#	Race	Abilities
1	Kayal	Exceptional Int bonus [Stat-12] Transcendental Toughness: Hit Die become d1000s (all classes) Alter Reality: 0: Wish
2	Zombie, Tourettes	Exceptional Chr bonus [Stat-12] Seeking Shot: You can make one shot per round that is guaranteed to hit You may material component the Lich powers that duplicate Wizard spells (spend 1V)
3	Deep DL Summon	Shadow (Your attacks can't be interposed/parried by anyone without shadow, and anyone without shadow can't be interposed/parried by anyone with shadow.) Immune to all x1 defenses (you affecting other people) 1M: Unlimited Wish with no MF defiling; Attract Monsters
4	Instar	Annihilator N (When you attack, the attacked target sacrifices N items, subordinates, or prepared effects. N = LVL/2, round down.) Death (capital S Slay) by touch 1M (can borrow): Counter an Avoid Fate
5	Cenobite	Exceptional Con bonus [Stat-12] 0, 1/t: Counter an effect that targets you +LVL "Bug" actions per round, only for technological effects, convert a "Bug" action to a QQS or an OppS
6	Gem, Rose Quartz	Shroud (No target from any effects (including your own).) Science: You can physically attack even while under Sanctuary / Pro. Evil / Astral Projection / etc., the effect doesn't "see" that you attacked (and isn't reduced) Mouth's P: Mass Erase Truename; Immune Set/As You Are; Ignore irr BlahR
7	Seprevoi	Shadow (Your attacks can't be interposed/parried by anyone without shadow, and anyone without shadow can't be interposed/parried by anyone with shadow.) 1X: Capital I Insist (this can in turn be "Really Objected To"). xx1.3 LVL (doesn't stack with lower versions of this in X21)
8	Metathran	Hexproof (No target from opponents' targeted effects.) 1M: Annoy/Taunt a god (no resistance) Free wild talent in Psi81, PSPs=40*LVL, use ML=9+LVL in the Psi81 class.
9	Aasimar	Exceptional Str bonus [Stat-12] 0, 1/r: Any 4th-9th level Wizard spell Perfect Critical Multiplier: Your critical multiplier is quintupled
10	Draghkar	Rampage N (You get +10*N to hit, melee and or ranged dmg, AC, Saves, and hp until the end of the segment for each creature attacking you in your group. N = LVL/2, round down.) All your innates cost 0 actions (limit = LVL/r). Immune to Set, Slain, Crapped, As You Are

11	Shobhad	Flying (You can fly with maneuverability A.) You have AN EVEN BIGGER BOSS THAN YOU, which is any same-aligned god, you Automatic Divine Intervention 1/d. +LVL set Wis. You may rewrite your Racial Stat Modifiers as you wish, so they sum up to +LVL.
12	Namekian	Prowess (Whenever you cast a nonsummon spell, you get +10 to hit, melee and or ranged dmg, AC, Saves, and hp until the end of the segment.) xx2 hp (doesn't stack with lower versions of this in X21) Immune detrimental effects potions/liquids
13	Selamid	Changeling (You count as all racial subtypes.) Immune to Twilighting and draining the MF/PF/TF (unless you want to be twilighted or drain the factors, of course!) Immune Ego/Domination of mult = to LVL or less
14	Gem, Rose Quartz	Exceptional Int bonus [Stat-12] 0,LVL/d: Avoid Fate of multiplier = LVL/3 All of your items are Indestructible.
15	Ysoki	Exalted (Whenever a subordinate you control attacks alone, that creature gets +10 to hit, melee and/or ranged dmg, AC, Saves, and hp until end of the segment.) iunWaWR LVL*5% XR 4*LVL%. Pick two prefixes for this: "i"=irreducible, "u"=unadjustable, "n"=non-ignorable.
16	Entu Colony	Provoke (Whenever you attack, you may force a target to interpose in front of your attacks even if that target has acted.) One "Level 36:" ability from a class (no downgrade) Extra Level (S): You gain an extra class level (non-Concordant)
17	Elf, Starfinder	Prowess (Whenever you cast a nonsummon spell, you get +10 to hit, melee and or ranged dmg, AC, Saves, and hp until the end of the segment.) Defense: 0, 1/t: One of your BlahR's can be used as another BlahR type, you can't use X or G, but any number of a's in front are allowed. 1M: Project Image Across Planes
18	Gholam	Blah Landwalk (Pick a room type. Your attacks cannot be countered/interposed/parried/etc. if you are in a room that matches your landwalk type.) Rectify: Anyone slain by you is completely erased from ever existing Immune Earth; Can trade 2V -> 1P action
19	Darkhound	Exceptional Dex bonus [Stat-12] 0,LVL/d: One target gets -10*LVL% irrBlahR (MPIRR) Can turn Elementals. Automatically "T" or "D" any x0-x1 Golems or Elementals. Roll 1d12 *groups* affected instead of individuals.
20	Myrddraal	Exceptional Dex bonus [Stat-12] Doppelganger: Shapechange into individuals, duplicating their innate/racial powers Redivivus: You can revive your opponents greatest enemy
21	Gibbering Mouter, Rian	Exceptional Wis bonus [Stat-12] 0,LVL/d: Avoid Fate of multiplier = LVL/3 All of your items are Indestructible.

22	Bolida	Blah Landwalk (Pick a room type. Your attacks cannot be countered/interposed/parried/etc. if you are in a room that matches your landwalk type.) 0: 3*LVLd10 Colorless Fire dmg, vile, does indestructible hp dmg 1M, can borrow from future: Capital I Insist an effect (an effect that was Objected to still resolves)
23	Moyishuu	Exceptional Chr bonus [Stat-12] 1M: Ask a God a Question (each god 1/reset) Steal all psionics by touch
24	Undine	Exceptional Dex bonus [Stat-12] +10*LVL iER & iaER that can't be ignored You are the MASTER ENEMY, and can't be targetted until your ENDLESS HORDE OF CANNON FODDER is destroyed.
25	Namekian	Protection from Blah (Pick a color or subtype. You can't be damaged, enchanted, interposed, or targeted by any source that matches your protection.) Time/Reality Stability 10' r x1.5 (round down) # of psi powers
26	Worlanisi	Exceptional Int bonus [Stat-12] +1 QX action Speak with Dead & Undead (cont.); 1M: Capital E Extract from Dead & Undead
27	Kanabo	Flying (You can fly with maneuverability A.) Spiritual Ancestry: Gain the traits of any Outsider sub-type +10% XP in all your non-Concordant classes.
28	Selamid	Exceptional Con bonus [Stat-12] 1M: All x2 and lower effects on LVL targets are dropped, even if they can't normally be dispelled/instantaneous/disjuncted. Pawner lending you spells: 0, 1/r: +LVL SLs in memorization
29	Anassanoi	Protection from Blah (Pick a color or subtype. You can't be damaged, enchanted, interposed, or targeted by any source that matches your protection.) Your non-Conc classes' spells/psi cost only ½M Immune to Hero level number of [C] section effects
30	Dancing Potion Bottle	Exceptional Str bonus [Stat-12] 0, LVL/d: Halve hp on a creature with at least 1000 hp 0: Create Tricks 10*LVL%
31	Khizar	Exceptional Cml bonus [Stat-12] Doppelganger: Shapechange into individuals, duplicating their innate/racial powers Redivivus: You can revive your opponents greatest enemy
32	Ghoran	Menace (Your attacks can't be interposed/parried except by two or more enemies.) +1 [X7] minor Vanguard Fortitude: Allies within in your group can use your fortitude saving throw

33	Halfling, Starfinder	Exceptional Dex bonus [Stat-12] +10*LVL iER & iaER that can't be ignored You are the MASTER ENEMY, and can't be targetted until your ENDLESS HORDE OF CANNON FODDER is destroyed.
34	Aven	Exceptional Wis bonus [Stat-12] x+5 Mirrored XP to Concordant and Demigod (doesn't stack with lower versions of this in X21) Truename is unreadable to mult = to LVL or less
35	Robot, XJ-2 Unit	Exceptional Wis bonus [Stat-12] +2 Size; 6M,3P,4V,15 Psi11B mana: Target becomes a familiar of yours (!) +WLVL Q^{∞}P actions (infinitely quick P actions)
36	Aven	Battle Cry (Whenever you attack, each other attacking creature gets +10 to hit, melee and/or ranged dmg until end of the segment.) 1M, LVL/d: Gate in a DL=LVL (max 10) Outer planar creature; your choice of AL; it is not under your control (not your summon). 10*LVL% uPR (unadjustable PsiR, does shift, can't be lowered/halved)
37	Sarcesian	Flying (You can fly with maneuverability A.) 0 action, 1/r: Reset Superluminal: You can move at the speed of light
38	Endiffian	Changeling (You count as all racial subtypes.) Immune to Forbiddance Zones, Alignment Change, Opposition All psi cost 0 action (limit = level/r)
39	Lashunta, Korasha	Exceptional Dex bonus [Stat-12] LVL instances of the same Class Adjective. It stacks with itself, even if it normally doesn't. Hyperostosis: +HNCL*2 AC
40	Khizar	Exalted (Whenever a subordinate you control attacks alone, that creature gets +10 to hit, melee and/or ranged dmg, AC, Saves, and hp until end of the segment.) 1M: Contact Ultra Plane 0, 1/r: Any 6th-10th level Priest spell
41	Mr. Meeseeks	Horsemanship (Your attacks can't be interposed/parried by anyone without Horsemanship.) You have AN EVEN BIGGER BOSS THAN YOU, which is any same-aligned god, you Automatic Divine Intervention 1/d. +LVL set Wis. You may rewrite your Racial Stat Modifiers as you wish, so they sum up to +LVL.
42	Robot, XJ-2 Unit	Infect (Your unarmed dmg per P action is vile dmg. You may divide it by 10 to deal it to a random stat instead. Roll a d6 to determine which stat it goes to.) Negative Cold LVLd10 dmg by touch Weapon Breaking: Weapons that strike you, but do not injure you, shatter
43	Haan	Exceptional Wis bonus [Stat-12] 1/r: May convert 1M -> 2M only for spells & wands 1M: Grant Undead Status

44	Aeldari/Eldar	Ingest (Whenever you deal melee and/or ranged damage to a target, that target loses its top prepared effect.) Automatically make saves (you rolled a natural 40 on a 20-sided die if it matters) Continuous Lady's Smile (you choose all your die rolls)
45	Bear (Uplifted)	Ingest (Whenever you deal melee and/or ranged damage to a target, that target loses its top prepared effect.) 0,1/r: Lower all effects on you +2P; +2V; +2M; +2 Opp; +2F; Sustain Actions; +level segments/r
46	Shatori	Exceptional Wis bonus [Stat-12] 1M,1/d: Cast 12th lvl Wiz or 10th lvl Pri spell +1 CML (Concordant Memorization Level) and -2 LVL in one class {can reverse this}
47	Raxilite	Exceptional Chr bonus [Stat-12] 1V: Lower one x2 effect. 1X: Lower all x2 effects on 1 target. Duplicate the effects of one Psi7 power (Ultra or lower)
48	Nezumi	Frenzy N (Whenever you attack and aren't interposed and/or parried, you get +10*N to hit, melee and/or ranged dmg until end of the segment. N = LVL/2, round down.) Apport: All of your items have Instant Returning Wide Angle Vision (you can't be backstabbed); Water Breathing
49	Stellifera	Horsemanship (Your attacks can't be interposed/parried by anyone without Horsemanship.) 2P, 1/d: You (Capital S) SLAY the HERO'S SIDEKICK, which is any person with a Hero in his group. Immune Air/Earth/Fire/Water
50	Embri	Exceptional Chr bonus [Stat-12] You are considered a x2 being. Abnormality (S): +2 arms, +2 legs, +2 wings, or +1 head
51	Telia	Ingest (Whenever you deal melee and/or ranged damage to a target, that target loses its top prepared effect.) +LVL C or QQZ actions Instability: Target creature is not Time/Reality Stable
52	Witchwyrd	Exceptional Wis bonus [Stat-12] xx1.5 LVL (doesn't stack with lower versions of this in X21) Seeking Shot: You can make one shot per round that is guaranteed to hit
53	Amrantah	Exceptional Wis bonus [Stat-12] Change "Save" category of your Concordant class to Conc Limit of # classes = 6
54	Orochi	Deathtouch (Any nonzero amount of melee and/or ranged damage you deal to a target slays it (Fort Save to negate; DC =10+dmg dealt).) Time-Reality Stability You have +1 HNCL or +0.1 LVL for purposes of qualifying for classes, kits, and feats.

55	Kiirinta	Exceptional Con bonus [Stat-12] Time/Reality Stability Immune to SL 0 to SL (LVL/3, round down) effects.
56	Neskinti	Exalted (Whenever a subordinate you control attacks alone, that creature gets +10 to hit, melee and/or ranged dmg, AC, Saves, and hp until end of the segment.) Time-Reality Stability You have +1 HNCL or +0.1 LVL for purposes of qualifying for classes, kits, and feats.
57	Ghibrani, Husk	Exceptional Int bonus [Stat-12] Weapons are Crapulence Branded; Immune to being Crapped; 1M: Domination One 3rd-4th level Hero or Lich or Villain spell
58	Anassanoi	Exceptional Con bonus [Stat-12] XR 3*LVL%. Pick one prefix for this: "i"=irreducible, "u"=unadjustable, "n"=non-ignorable. L segments of talking: Hijack the level L follower of someone else, he becomes your follower
59	Jububnan	Exceptional Int bonus [Stat-12] +LVL to HNCL (this counts for qualifying for Concordant classes) Protection from Turning 100'r
60	Sarcesian	Shroud (No target from any effects (including your own).) Can convert Wiz <-> Pri spells (2 SL shift: Wiz5=Pri3) 0, 1/r: Any 5th-10th level Wizard spell
61	Neskinti	Poisonous N (Whenever you deal melee and/or ranged damage to a target, that target gets "Poisoned" xN. When N is 10, that target is slain. N = LVL/2, round down.) Perfect Disarm: Successful attacks deal damage and a disarm attempt Slipstream: You are unaffected by temporal disturbances
62	Gem, Bismuth	Exceptional Int bonus [Stat-12] +LVL Research Points per reset (see [P12]) 0, LVL/d: Both you and a target get no actions; if you go below 0 hp this effect ends
63	Neskinti	Exceptional Dex bonus [Stat-12] Resist Everything; Scarab of Protection @ 2 Action Accel.: +1 OppM only for Psi(-7)
64	Kobold, Starfinder	Exceptional Cml bonus [Stat-12] Mercurial: You cumulatively gain one extra attack per P action 1X: +2QQQQQQQM this segment (that's eight Q's for the record)
65	Kaa-leki	Exceptional Str bonus [Stat-12] x2.5 ML (Memorization Level) in one class. +25*WLVL set Con. Hold Con.

66	Ysoki	Exalted (Whenever a subordinate you control attacks alone, that creature gets +10 to hit, melee and/or ranged dmg, AC, Saves, and hp until end of the segment.) The "Lady's Smile" effect doesn't work for anyone within sight The "Avoid Fate" ability cannot be used by any other creature (friendly or not) within 100 yards of you.
67	Bantrid	Myriad (Whenever you attack, for each ([B], [SB], etc) in the room, create a copy of it that is attacking that group. Unsummon these creatures at end of the segment. Legend rule applies to PCs and Unique beings.) Anti-Alley effect shell LVL*10' r 1M: A group gets -LVL X actions
68	Ork, Greenskin	Exceptional Str bonus [Stat-12] All your spells cost 0 actions (limit = LVL/r). You get and can use 2D Actions per death per segment. You are limited to LVL+1 D Actions you can use per reset (instead of 1).
69	Elf, Starfinder	Exceptional Str bonus [Stat-12] Astro [Effect]: One of your effects have a LVL% chance to erase the being from history LVL instances of the same Class Adjective. It stacks with itself, even if it normally doesn't.
70	Nantuko	Exceptional Int bonus [Stat-12] x2 ML (Memorization Level) in one class. Equilibrium: All ability scores match your highest ability score (among the basic 6 stats)
71	Kalo	First Strike (You may use your P action for the round on segment 0.) Get a mirrored set of XP (no modifiers, what's on the chalkboard) for Mini classes Greater Dominance: Foes with less than 1/3 your hit die automatically fail their saves
72	Sarcesian	Battle Cry (Whenever you attack, each other attacking creature gets +10 to hit, melee and/or ranged dmg until end of the segment.) You can convert 1X -> 1deadX actions. 1deadX: Capital F Fix Self. 1M: Duplicate a Psi8 or Psi16 minor, major, grand, super, or ultra ability. (This is resisted using XR, not TechR)
73	Metathran	Exceptional Wis bonus [Stat-12] Immune ego domination Spirited Away: You are saved from destruction (Avoid Fate once per day)
74	Svartalfar	Exceptional Str bonus [Stat-12] 0,LVL/d: Avoid Fate of multiplier = LVL/3 All of your items are Indestructible.
75	Grippli	Exceptional Str bonus [Stat-12] May use Psi-2 Reverse Psionic Enchantments on your Concordant progressions (a Concordant 1st is considered an 11th, a Concordant 2nd is considered an 12th, ...) 1M: Annihilation 30' radius (save vs. PPD at -LVL*10), from 30' to 60' radius take a Destruction (save vs. PPD)
76	Ghibrani, Membrane	Exceptional Chr bonus [Stat-12] Superior Combat Casting: You cast all spells as spell-like abilities (they use InnR) x2 ML (Memorization Level) in one class.

77	Sylph	Exceptional Cml bonus [Stat-12] The "Unusual Materials" table is considered Semi-Elements for you; you can be composed of up to LVL-9 of those materials at the same time +LVL QV actions
78	Gholam	Exceptional Dex bonus [Stat-12] +LVL-9 Specialty Priest picks. Can pick from any pantheon. x2 all Psionic pools
79	Jububnan	Exceptional Con bonus [Stat-12] -0.5 to XP divisor (minimum 1) Your effects have no BlahR (except GR)
80	Kasatha	Exceptional Cml bonus [Stat-12] 25% PsiR; Detect Chaos; Detect Psi; 1/t: Poly Self to animal; 1/t: Invisibility; +4 saves Resist Everything; Scarab of Protection @ 2
81	Jububnan	Exceptional Cml bonus [Stat-12] 1M: Grant Undead Status Immune Slow/Stop
82	Scyphozoan	Exceptional Dex bonus [Stat-12] Immune to x0 to x4 Traps, x0 to x3 Tricks, x0 to x2 Specials Add 1 to number of HD per level in one Concordant class (+1d+0)
83	Astrazoan	Exceptional Con bonus [Stat-12] +1 ihp; +2 #Att; 1M: Cast any Ench/Charm spell of SL 1-10 0: Dispel Permanent Lady's Smile on one target
84	Tyrandid	Annihilator N (When you attack, the attacked target sacrifices N items, subordinates, or prepared effects. N = LVL/2, round down.) Infinite Mini Class slots 1M: Lower Multiplier by 2 in 30' radius (no save, can use XR); from 30' to 60' radius lose only 1 multiplier
85	Tiefling, Starfinder	Exceptional Dex bonus [Stat-12] 1M: Destroy up to LVL effects with Protection, Circle, or Ward in their name You can have 6 Specialty God picks instead of 3, if they are all from the same pantheon.
86	Villager/Testificate	Exceptional Wis bonus [Stat-12] 1M, (lich level)/d: Gain +10 XP The "Lady's Smile" ability does not function within sight
87	Endiffian	Myriad (Whenever you attack, for each ([B], [SB], etc) in the room, create a copy of it that is attacking that group. Unsummon these creatures at end of the segment. Legend rule applies to PCs and Unique beings.) +Str Int; +Dex Wis; +Con Chr; Str=Dex=Con=0; Astral Projection 0, 1/s: Choose one creature. He cannot use Zero or Opposing actions this segment. This cannot be

88	Ijtikri	Intimidate (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that share a class or alignment with you.) Your Atheist(-7) spells have a $(M-1)*100$ save penalty, where M is the target's multiplier You defend as a x8 being (this effect cannot be dispelled/twisted)
89	Quorlu	Exceptional Dex bonus [Stat-12] Can create custom class with no upper CXP limit All your innate abilities can be used twice as often (e.g. 3/d becomes 6/d). Your Innates do not allow a Saving Throw.
90	Sylph	Exceptional Cml bonus [Stat-12] 1M: Control Undead All your Psi are range = same plane
91	Selamid	Exceptional Int bonus [Stat-12] +1 11th in memorization in a Wizard group class (even if off right side of chart) 0, 1/r: Any 4th-9th level Wizard spell
92	Lashunta, Korasha	Exceptional Str bonus [Stat-12] 0, 1/r: Any 6th-11th level Wizard spell Summon all creatures from all Alleys within LVL*100 feet of current location; Alley Effect extends to where you are
93	Moyishuu	Ward N (Whenever you are the target of a spell or ability an enemy uses, counter it unless they pay N SL's.) Shell 7: Anti-Concordant Shell (0th-7th) Trade 2 of an action type for 1 Borrowed (b) or Held (h) of that action type.
94	Ghibrani, Membrane	Exceptional Cml bonus [Stat-12] 1M: A group gets -LVL iAC Immune to Loop; Loop/Reality Stability (does not include Time/Reality Stability)
95	Drow, Starfinder	Exceptional Con bonus [Stat-12] Immune Fire; True Sight; Flying Unyielding Damage Reduction: Any corporeal opponent striking you in melee but not penetrating your damage reduction suffers the difference in damage.
96	Izalguun	Exceptional Wis bonus [Stat-12] Eternal Freedom: You are immune to spells and effects which impede movement +1 Speciality Priest god (if you qualify)
97	Kish	Exceptional Cml bonus [Stat-12] Summon all creatures from all Alleys within LVL*100 feet of current location; Alley Effect extends to where you are 2X: Cast a Wis-based [X] section power, with SL=3 (or SL=13 in the older copies of [X] that were SL=11 based).
98	Halfling, Starfinder	Exceptional Wis bonus [Stat-12] You attack as a xN being, but defend as a x(6-N) being, where N is between 1 and 5. Doppelganger: Shapechange into individuals, duplicating their innate/racial powers

99	Draelik	Exceptional Cml bonus [Stat-12] Chimerical: You can shapechange into two creatures simultaneously No limit on sub-ability score "sleazing"
100	Brakim	Haste (You can attack and use abilities immediately after being summoned.) Transtemporal: You can travel freely in time Pawner lending you psionics: 0, 1/r: +LVL