

Player Picks

1/d: Submit a(n) Overt group class for the DM to determine XP value.

1M, LVL/d: Summon a DL II MTG Werewolf Processor with "Processor's you control have Provoke and Sacrifice this summon: +3 hp(s)."

Return of the Jedi: You get Darth Vader's Light Saber (++)HNCL/++HNCL to hit/dmg, 100dmg, 20+/x7, 1bV: Redirect a(n) attack sequence back.)

Spells you cast are auto-maximized and any damaging variable, numeric effected are multiplied by CL (including save DC's).

Access to MTG W Spells.

Always has access to psi powers from any previous plane you have visited before.

Can choose a website before each session; the DM will add some things from it to the Collective.

Can force the DM to finish writing an incomplete Psi Frequency (some of these are in [PC99] and [T99]).

Can pick "J" as the second component of Alignment for free.

Can throw any weapon as if needles with no penalty.

Two-Handed Sword 'Gurthang' (3d6) (+13,+17); +2 to STR; Slay Troll, Xdragon; Flame Tongue; Poisoned; Very sharp; Resist Fire, Poison; Free Action; Slow Digestion; Regeneration; It provides light (radius 0) when fueled..

Free instance of "of True" racial adjective: Imm. Natural, anti-Natural, Charm, Tech; Psi(-12)T:

"Class Lvl"=LVL/2 (round up), PSPs=Dex+Int +LVL.

Free Jonathan the Barbary dove familiar (1V: Material Component a(n) Overt or Futureshifted level: ability).

Free Speciality Priest pick in Bahgtru (Strength, Combat, x6, LE/LN/NE, No, L1: +(LVL+1)/2 Str; L5: +0d+4 w/ punch/claws; L7: +1 instance of Exc. Str bonus).

Free Wild Talent in [Q6]; can have psionic powers appear magical (and resisted using IR instead of PR).

Free Wild Talent in [X24].

Gets to act twice per half segment once per week.

Has a character which is immune to Pixelated status.

MTG Provoke

Pick a weapon of choice; your number of attacks with that weapon = LVL+1.

Weapons you wield always have x2 Crit range and +2 Crit multiplier.

When choosing classes, whenever you choose "Overt" group, you get +100% to the number of class choices.

You can buy hirelings of any class you know at gp=kxp value of level of hirelings (max hirelings level = your CL).

You have a(n) dark light-saber. It is 1d19/3d28, 18+ for x9.; it has +LVL*1/2 TH and +LVL*2 dmg. It has the sharpness flag with range 18-20, the range improves by 1 per 3 levels; Space Travel.

You may "material component" spells, by spending 1Z action.

Your character can never be retired. Class=Stacey Pilgrim, Collective Player.

Your CL for spells with damage dice is CL*SN.

Your sources of damage are Knockback branded HNCL*6ft.

+LVL*3 HNCL and ignore requirements of up to 1 (x2) class(es).

1V, while attacking, 1/s: Use a psi power.

600 P actions, Spend a Research point 1/d: Pick a Overt class of CF = 1+current campaign's. You know that class.