

Player Picks

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

1V, LVL/w: Summon a DL IV MTG Squirrel Unicorn with "Unicorn's you control have Amplify and Sacrifice this summon: +1 AC(s)."

The Force Awakens: You get Kylo Ren's Light Saber (+CL/+LVL to hit/dmg, 80dmg, 15+/x4, 1bM: Redirect a(n) attack sequence back.)

Abilities you activate are auto-maximized and any damaging variable, numeric effected are multiplied by CF (including save DC's).

Access to Moon Spells.

Always has access to rogue abilities from any previous multiverses you have visited before.

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

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

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

Can throw any weapon as if darts with no penalty.

Ring, The One Ring (+20,+20) [+20]; +5 to All stats, Speed; Immunity to Acid, Lightning, Fire, Cold; Sustain All stats; See Invisible; Regeneration; Drains Experience; Aggravates; Cursed; Heavily Cursed; Permanently Cursed; Activates for bizarre things every 200+d200 turns.

Free instance of "Giant" racial adjective: ?.

Free Jennifer the Pekin robin familiar (1V: Material Component a(n) Internet or Warrior level: ability).

Free Speciality Priest pick in Pholtus (Law, Order, x5, L, Yes, 1) Dispel Darkness; 5) Glow; 9) Reflect; 12) Holy Word).

Free Wild Talent in [Q-17]; can have psionic powers appear magical (and resisted using RR instead of PR).

Free Wild Talent in [Q-6].

Gets to act twice per half segment once per reset.

Has a character which is resistant to Time Stop/Temporal Stasis status.

MTG Amplify

Pick a weapon of choice; your number of attacks with that weapon = LVL+2.

Weapons you wield always have +2 Crit range and x3 Crit multiplier.

When choosing classes, whenever you choose "Internet" 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) yellow light-saber. It is 3d4/3d30, 17+ for x3.; it has +LVL*2 TH and +LVL*1/2 dmg. It has the sharpness flag with range 17-20, the range improves by 2 per 3 levels; Space Travel.

You may "material component" rogue abilities, by spending 1V action.

Your character can never be retired. Class=Big John Collective Player.

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

Your sources of damage are Knockback branded LVL*5ft.

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

0, while attacking, 1/half-s: Cast a spell.

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

Can use a(n) Magic Item that is currently Banhammered or Pixelated (some of these items are in [Z133]).

Free Ally class.

Free Saviorvivist class.

Ignore immunity to an EE=3 element.

You can kill hirelings without "receiving a note" or your "ears burning". Can always buy hirelings; even in combat.

You define a new power factor in the form of YouF = Youth Factor. The YouF defines how advanced the Youth is around. The YouF around you (the room) is equal to the highest spell level you can use. Treat like high-SL sampling.

You have a "Halo" which is treated as a body part.