

No.	CF=1 Random Player Picks	CF
1	Your summons slots can contain up to Just Enough subordinates.	1
2	Can force the DM to finish writing an incomplete Race (some of these are in [PC99] and [T99]).	1
3	CF=5+: +CL*3 to HNCL and ignore requirements of up to 2 [x2] class(es) (including HNCL), and all level 1 kxp charts are set to 0kxp.	1
4	+1 Character slot for Grim the Unknown2 from Unclefilthy.com.	1
5	Your sources of damage are Knockback branded LVL*7 yards. Add +1d6 dmg per 10ft traveled.	1
6	When choosing classes, whenever you choose "Lost" group, you get +50% to the number of class choices.	1
7	Free Wild Talent in [Q2]; can have psionic powers appear magical (and resisted using RR instead of PR).	1
8	CF=6+: You may material component Psi powers that cannot normally be material component (such as Psi powers that add to stats, actions, extra attacks, segments, summon slots, ect.).	1
9	Free Johnny the Milkfish familiar (1V: Material Component a(n) Concordant or Joke level: ability).	1
10	Free Speciality Priest pick in Brahman (Everything, x9, any, Yes, 1) Major access to all spheres; 18) Grand access to all spheres).	1
11	Can use an XP overwrite on a Joke group class.	1
12	Always has access to skills from any previous multiverses you have visited before.	1
13	You have a "Timeline" which is treated as a body part with the following stats: LVLd20, 19+/Incursion, Reach=Sight and on a 1, you incurse yourself.	1
14	Can use a(n) Familiar that is currently Banhammered or Pixelated (some of these items are in [Z133]).	1
15	You have a(n) white light-saber. It is 3d28/1d5, 20+ for x2.; it has +LVL*1/2 TH and +LVL*1/2 dmg. It has the sharpness flag with range 16-20, the range improves by 1 per 3 levels; Time Travel.	1
16	Your CL for spells with damage dice is CL*LVL.	1
17	Free Tourist class (doesn't cost a class slot)(mirrored set of XP) from Smileylich.com.	1
18	The Min level rule for your character(s) is considered 1 higher. This doesn't stack with similar abilities.	1
19	1/w: Roll a random Cataclysm that affects a group.	1
20	You double resist SEL=10 Deledgered status.	1
21	Your defensive multiplier is [x2].	1
22	Free Adequate Stats Mini mini class (doesn't cost a class slot) (mirrored set of XP) from Unclefilthy.com.	1
23	1P: Use a psi power.	1
24	You can always purchase Angband/Gumband/etc. equipment, even if above the tech level of the campaign. If no stores are available, can create the equipment yourself, but it still requires the same money, and it requires time (1 round per 10 gp value).	1
25	Can throw any weapon as if daggers with no penalty.	1
26	You know all Maxi group classes of current CF or less.	1
27	Can choose a module before each session; the DM will add some things from it to the Collective.	1
28	Runed Trident of Poseidon (3d8) (+16,+18); +2 to Health; Slay Plant; Blessed Blade; Resist Disease, Sound, Water; When activated, it fires a bolt of water.	1
29	You know the spell Summon Knuth Monster (SL=1): Roll 1d10. Summon a DL=1 Knuth Monster group that is x(die result)^2. This spell cannot be modified in anyway.	1
30	You can buy henchmen of any class you know at gp=kxp value of level of them (their max level = your CL).	1
31	Verutum(s) you wield do x(Dex+HNCL) dmg.	1
32	You have a [x1] Special slot that can be used to carry a [x1] Special around with you. You use Find/Remove Specials to take it with you for an extra Z action.	1
33	You always have access to your own player picks of current CF or less and may treat those picks as known abilities.	1
34	You have a 5ft personal bubble of Standard Order Factor. Your local OrdF=10. Chaos cannot occur in range; all outcomes resolve to your declared result ±10%.	1
35	1V, while attacking, 1/r: Do an attack sequence.	1
36	Free Snowclone class from Unclefilthy.com.	1

37	You may "material component" spells, by spending 1Z action.	1
38	The Max level rule for your character(s) is considered 1 higher. This doesn't stack with similar abilities.	1
39	Weapons you wield always have x1 Crit range and x2 Crit multiplier.	1
40	You can affect up to 5 groups.	1
41	Revenge of the Sith: You get Mace Windu's Light Saber (+HNCL/++CL to hit/dmg, 20dmg, 15+/x1, 1bS: Redirect a(n) attack sequence back.)	1
42	Pick a weapon of choice; your number of attacks with that weapon = (LVL+2)/2.	1
43	You may spend GGL picks as Henchman picks.	1
44	3V, LVL/2/w: Summon a DL VI MTG Assembly-Worker Advisor with "Assembly-Worker's you control have Menace and Sacrifice this summon: +6 SL(s)."	1
45	Ignore immunity to an EE=10 or less element.	1
46	2/reset: Submit a(n) Maxi group class for the DM to determine XP value.	1
47	Free instance of "Dead Timeline" racial adjective: Time/Reality Stability; Immune Extract, Silver Cord Cut, Truename Erased; Loop Lore; 1M: Tempus F-U.	1
48	Your character can never be retired. Class=Mister Rogers (legal if CF of class is equal or less than campaign CF).	1
49	Can pick "T" as the second component of Alignment for free. (reroll upto 1 failed roll(s) vs "T" per rest)	1
50	540 P actions, Spend a 30000gp 1/w: Pick a Warrior class of CF = 1+current campaign's. You know that class.	1
51	Your starting gp is overwritten to be Enough minus Str×1.	1
52	Gets to act three times per bottom of segment once per day.	1
53	Hang a "!"(factorial) on your ranged dmg.	1
54	Mtg Indestructible that applies to (pick one) you/spells/psi/innates/items/subordinates/etc.	1
55	Can use Instantaneous actions even if Banhammered; C actions are B' (C is +2 B'/C' instead of +3 B/C)	1
56	Free (Time To Face The Music: SL/d: Dimensional Anchor attacked target this segment.) weapon gemlet. SL=1	1
57	Access to Sky Spells. (no saves)	1
58	Get a "Level:" ability in your class up to 6 levels early.	1
59	Free Wild Talent in [X-7].	1
60	Psi powers you manifest are auto-heightened and any damaging variable, numeric effected are multiplied by LVL+SN (including save DC's).	1
61	You have a +2 level flag in a Joke group class.	1
62	Your offensive multiplier is [x3].	1
63	You can kill henchmen without "receiving a note" or your "ears burning". Can always buy henchmen; even in combat.	1