

No.	CF=1 Random Player Picks	CF
1	Free Scarlet Huntsman (Anti-Ranger) class (doesn't cost a class slot)(mirrored set of XP) from Smileylich.com.	1
2	Mtg Indestructible that applies to (pick one) you/spells/psi/innates/items/subordinates/etc.	1
3	Can choose a module before each session; the DM will add some things from it to the Collective.	1
4	Free Wild Talent in [Q7]; can have psionic powers appear magical (and resisted using RR instead of PR).	1
5	Can force the DM to finish writing an incomplete Minor Sphere (some of these are in [PC99] and [T99]).	1
6	You may "material component" rogue abilities, by spending 1V action.	1
7	1/w: Roll a random Anaclysm that affects the next room.	1
8	Your character can never be retired. Class=Washington, Washington (legal if CF of class is equal or less than campaign CF).	1
9	You can affect up to 4 groups.	1
10	Access to Good Spells. (double mat. comp. for V+Z, ignores MR)	1
11	Free Kingsbridge Deacon class from Unclefilthy.com.	1
12	Free (Bang For Your Buck: SL/d: Spend X gp: +X dmg this attack.) weapon gemlet. SL=1	1
13	Always has access to familiars from any previous multiverse projects you have visited before.	1
14	You always have access to your own player picks equal to or less than your current CF.	1
15	You have a "Halo" which is treated as a body part with the following stats: You may cast spells with your "Halo's P" action. You may turn undead with your "Halo's M" action.	1
16	Hang a "!"(factorial) on your AC.	1
17	The Min level rule for your character(s) is considered 1 higher. This doesn't stack with similar abilities.	1
18	Can pick "A" as the second component of Alignment for free. (adv on rolls vs "A")	1
19	Can use a(n) Spell that is currently Banhammered or Pixelated (some of these items are in [Z133]).	1
20	Ignore immunity to an EE=2 or less element.	1
21	Wind And Fire Wheels(s) you wield do $x(\text{Dex} \times \text{HNCL})$ dmg.	1
22	Pick a weapon of choice; your number of attacks with that weapon = LVL+2.	1
23	Free Wild Talent in [X24].	1
24	Golden Crown of Amber [0,+15]; +3 to STR, WIS, CON, Speed; Resist Lightning, Fire, Cold, Light, Blindness, Confusion, Chaos,; Disenchantment; See Invisible; Regeneration; Permanent Light(1); Activates for heal (700) every 250 turns.	1
25	Free Sharon the Star finch familiar (1V: Material Component a(n) Psionicist or Priest level: ability).	1
26	Can use Opposing actions even if Banhammered; C actions are C' (C is +2 B/C' instead of +3 B/C)	1
27	2Q, (LVL+2)/2/w: Summon a DL IX MTG Archon Advisor with "Archon's you control have Indestructible and Sacrifice this summon: +6 SL(s)."	1
28	CF=6+: You may material component Abilities that cannot normally be material componentated (such as Abilities that add to stats, actions, extra attacks, segments, summon slots, ect.).	1
29	You have a +1 level flag in a Technology group class.	1
30	Your CL for psi powers with damage dice is $\text{CL} \times \text{LVL}$.	1
31	Your sources of damage are Knockback branded $\text{CL} \times 4$ ft. Add +1d6 dmg per 10ft traveled.	1
32	CF=5+: +CL*2 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
33	Free Speciality Priest pick in Baervan Wildwanderer (Forests, Travel, x6, any G, Yes -4, L1: Leave no tracks; L3: Free Action; L7: +LVL-5 AC, +LVL-5 saves; L9: +1 Animal Companion).	1
34	The Max level rule for your character(s) is considered 1 higher. This stacks with similar abilities.	1
35	You can kill henchmen without "receiving a note" or your "ears burning". Can always buy henchmen; even in combat.	1
36	You may spend Psionicist picks as Warrior picks.	1
37	Weapons you wield always have x2 Crit range and x2 Crit multiplier.	1

38	You know the spell Summon Knuth Monster (SL=1): Roll 1d10. Summon a DL=1 Knuth Monster group that is $x(\text{die result})^2$. This spell cannot be modified in anyway.	1
39	Can use an XP overwrite on a Futureshifted group class.	1
40	You can buy worhippers of any class you know at $gp=kxp$ value of level of them (their max level = your CL).	1
41	Psi powers you manifest are auto-heightened and any damaging variable, numeric effected are multiplied by ML+SN (including save DC's).	1
42	Your starting gp is overwritten to be Enough minus $Con \times 1$.	1
43	Can throw any weapon as if daggers with no penalty. (end of seg returning)	1
44	You have a 5ft personal bubble of Standard Yield Factor. Your local YieF=10. All dmg/heal/craft/summon output doubles 10/10 times; energy loss never occurs.	1
45	1V: Do an attack sequence.	1
46	0, while casting a spell, 1/s: Use a psi power.	1
47	Your hirelings slots can contain up to Just Enough subordinates.	1
48	Free Versatile Turning mini class (doesn't cost a class slot) (mirrored set of XP) from Unclefilthy.com.	1
49	You can always purchase Demolitionist 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 minute per 10 gp value).	1
50	Get a "Level:" ability in your class up to 6 levels early.	1
51	Your defensive multiplier is [x3].	1
52	Revenge of the Sith: You get Darth Vader's Light Saber (+CL/+CL to hit/dmg, 40dmg, 15+/-x1, 1bS: Redirect a(n) attack sequence back.)	1
53	+1 Character slot for Smoke2 of Undermountain (doesn't cost a class slot) (mirrored set of XP) from Unclefilthy.com.	1
54	540 S actions, Spend a 40000gp 1/w: Pick a Rogue class of CF = 1+current campaign's. You know that class.	1
55	2/d: Submit a(n) Maxi group class for the DM to determine XP value.	1
56	Gets to act three times per segment once per reset.	1
57	Free instance of "Demiplane of Consciousness" racial adjective: Free Wild Talent in Psi 2 Telepathy; Astral Projection.	1
58	You have a(n) orange light-saber. It is 1d13/3d5, 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
59	You have a [x3] Trap slot that can be used to carry a [x3] Trap around with you. You use Find/Remove Traps to take it with you for an extra Z action.	1
60	You double resist SEL=6 Vulnerable Innates status.	1
61	You know all Concordant group classes of current CF or less.	1
62	When choosing classes, whenever you choose "Archetype" group, you get +50% to the number of class choices.	1
63	Your offensive multiplier is [x2].	1