

Myre's Expanded Psi Table

ROLL	ABILITY	FREQUENCY	NOTES	ROLL	ABILITY	FREQUENCY	NOTES
01	alter features	at will	alter facial features or disguise distinguishing marks	51	pro. vs. lightning	always	non-transferable, only on person with ability
02	armor-4	always	non-transferable, only on person with ability	52	pro. vs. magic	always	non-transferable, only on person with ability
03	armor-5	always	non-transferable, only on person with ability	52	pro. vs. magic detection	always	non-transferable, only on person with ability
04	armor-6	always	non-transferable, only on person with ability	54	pro. vs. missiles	always	non-transferable, only on person with ability
05	armor-7	always	non-transferable, only on person with ability	55	pro. vs. odors	always	non-transferable, only on person with ability
06	astral projection	1/day	project voice and image across any distance - physical self is vulnerable	56	pro. vs. poison	always	non-transferable, only on person with ability
07	attract animal	always	irresistibility to a particular species of animal	57	pro. vs. scrying	always	non-transferable, only on person with ability
08	ball light	at will		58	prophecy	random	
09	borrow skill	1/day	copy skill that target has and use it - use appropriate stats and daily random roll	59	prophecy	1/day	prophecy about others, must contact physically
10	call clear skies	1/day	will not overcome massive or magically induced storms	60	recovery 2/day	always	non-transferable, only on person with ability
11	call rain	1/day	calls rain clouds if any are nearby	61	recovery 3/day	always	non-transferable, only on person with ability
12	call snow	1/day	calls snow in any weather if clouds are nearby - will melt in hot weather	62	recovery 4/day	always	non-transferable, only on person with ability
13	camouflage	1/day		63	recovery 5/day	always	non-transferable, only on person with ability
14	climbing	always		64	regeneration	always	heal 1% per minute
15	control emotions	always	you are in full control of your emotions at all times	65	remove curse	1/day	
16	curse	1/day		66	repel animal	always	repels a specific species of animal
17	darkness	at will	summons room-sized area of total or partial darkness	67	repel insects	always	
18	detect gems	at will		68	scrying	1/day	
19	detect lie	at will		69	see auras	at will	
20	detect magic	at will		70	shape clouds	1/day	clouds will slowly move into - then out of - a desired shape
21	detect poison	at will		71	shapeshift	at will	into one animal, chosen or assigned
22	detect water	at will		72	shapeshift	at will	into any non-magical animal, max. size of horse
23	electric charge	at will	creates a non-lethal but stunning electric charge	73	silent movement	at will	can move with complete silence, non-transferable
24	encourage aggression	at will	encourages aggressiveness in all others within 20 feet	74	sobriety	at will	non-transferable, only on person with ability
25	encourage emotion	at will	encourages desired emotion in all others within 20 feet	75	speak with animals	always	
26	encourage pacifism	at will	encourages pacifism in all others within 20 feet	76	speak with ghosts	always	
27	encourage terror	at will	encourages terror in all others within 20 feet	77	stat raise	1/week	raise any stat 1 point or random stat 3 points (can stack with magic spells). Only one stat at a time will be raised; if another is changed the first one reverts back to the original number.
28	find animal	at will	finds a specified animal species within 1 mile	78	summon animal	1/day	
29	find object	at will	finds a specified object or type of object within 1 mile	79	summon food	1/day	
30	find person	at will	finds a person known to caster (or associated with held object) within 1 mile	80	swap soul	1/year	
31	flash read	always		81	swimming	always	
32	heal major	1/day	completely heals Table I creature (if still alive)	82	telekinesis	1/day	up to 10 lbs within 1 mile
33	heal minor	1/person	heal 1-6% on any number of creatures, but only once a day on any individual	83	telepathy	always	line of sight or familiar location
34	heat vision	always		84	teleport	1/day	can use any small object as thrown weapon
35	help	at will	sends a telepathic "distress call" to all creatures within 10 miles	85	throw	always	
36	hypnotize	at will	allows caster to hypnotize a willing person and implant suggestions	86	total recall	always	
37	ignite	at will		87	transfer age	1/day	1 year, from any creature to another of same species, both must be touched
38	invisibility	1/day	duration of one hour	88	transfer pain	1/day	does not transfer wound, only the pain up to 10 lbs, from any creature to another of same species, both must be touched
39	jump	at will		89	transfer weight	1/day	non-fatal wounds only, same species, both must be touched
40	levitate	1/day		90	transfer wound	1/day	will only work on small amount (punchbowl or smaller) of liquid (punchbowl or smaller) of liquid
41	light	at will		91	transmute liquid	at will	understand and read any language when exposed to it
42	misdirect scrying	always		92	understand languages	always	always understand, speak, read and write any language when exposed to it
43	night vision	always		93	understand and speak languages		... and your lips don't move a bit
44	pervert magic	always		94	ventriloquism	at will	altitude when invoked is "ground level" until released
45	predict weather	at will		95	walk on air	1/day	
46	pro. vs. cold	always	non-transferable, only on person with ability	96	walk on mud	1/day	
47	pro. vs. curses	always	non-transferable, only on person with ability	97	walk on water	1/day	
48	pro. vs. disease	always	non-transferable, only on person with ability	98	walk through walls	1/day	
49	pro. vs. gods	always	non-transferable, only on person with ability	99	roll again twice		
50	pro. vs. heat	always	non-transferable, only on person with ability	00	choose any one ability		