

Randomly Generated CF=5 Psi Powers

Category	CF	Psi Power	Source	Effect
minor	5	Create Forecast	Psi 0 minor	Create Forecast (Psi 0 minor, 2 PSPs): One target create(s) an illusory item of $gp=(CL/2)*1000$, round up that can be disbelieved with a successful Int check $DC=(CL/3)*10$, round up
minor	5	Invincible Vision	Psi 0 minor	Invincible Vision (Psi 0 minor, 7 PSPs): One target take(s) $1d6+CL$ Gold dmg
minor	5	Teleport Smooth Peer-To-Peer	Psi 0 minor	Teleport Smooth Peer-To-Peer (Psi 0 minor, 7 PSPs): One group create(s) an illusory $DL=(HNCL+2)/2$ trap that can be disbelieved with a successful Chr check $DC=(HD)*10$, round up
minor	5	Chemical Landmine	Psi 0 minor	Chemical Landmine (Psi 0 minor, 3 PSPs): One group gain(s) SEL=2 Barbarian Wis
minor	5	Kinetic Possibility	Psi 0 minor	Kinetic Possibility (Psi 0 minor, 9 PSPs): You know(s) the Name of a target
minor	5	Phase Coppery Fiction(Champions)	Psi 0 minor	Phase Coppery Fiction(Champions) (Psi 0 minor, 6 PSPs): One target create(s) an illusory item of $gp=(CL/2)*1000$, round up that can be disbelieved with a successful Int check $DC=(CL/3)*10$, round up(Ref save)
minor	5	Shadow Transmission(D&D5)	Psi 0 minor	Shadow Transmission(D&D5) (Psi 0 minor, 6 PSPs): You summon(s) a $DL=CL/3$ NPC Monster
minor	5	Phobia Lead	Psi 0.00 minor	Phobia Lead (Psi 0.00 minor, 9 PSPs): One ally sustain(s) Saves
minor	5	Sound Birch	Psi 0.00 minor	Sound Birch (Psi 0.00 minor, 3 PSPs): One target take(s) 1 Creeping Titan dmg(tenth resist)
minor	5	Teleport Official Drop	Psi 0.00 minor	Teleport Official Drop (Psi 0.00 minor, 8 PSPs): One target sense(s) Godly(half resist)
minor	5	Astral Inch	Psi 0.00 minor	Astral Inch (Psi 0.00 minor, 6 PSPs): One target forget(s) a known power(Power Score: PSP cost -15%)
minor	5	Synaptic Song	Psi 0.01 minor	Synaptic Song (Psi 0.01 minor, 6 PSPs): One target get(s) +2 soul(s)
minor	5	Summon Epoxy	Psi 0.01 minor	Summon Epoxy (Psi 0.01 minor, 6 PSPs): One target sense(s) Secret Doors(Power Score: double effect)
minor	5	Invincible Gallon	Psi 0.01 minor	Invincible Gallon (Psi 0.01 minor, 6 PSPs): One ally summon(s) a $DL=HNCL-2$ Modern Monster
minor	5	Graft Thread	Psi 0.01 minor	Graft Thread (Psi 0.01 minor, 5 PSPs): One target take(s) $1d12+CL$ Pink dmg(tenth resist)
minor	5	Telepathic Psychology	Psi 0.01 minor	Telepathic Psychology (Psi 0.01 minor, 7 PSPs): One group become(s) SEL=2 Cursed(tenth resist)
minor	5	Send Tuba	Psi 0.01 minor	Send Tuba (Psi 0.01 minor, 8 PSPs): One ally absorb(s) the next LVL*7 Ytterbium 70 dmg
minor	5	Plant Pair	Psi 0.01 minor	Plant Pair (Psi 0.01 minor, 7 PSPs): One group summon(s) a $DL=CL/3$ Outer-NG Monster(Spell save)
minor	5	Strength Samurai(DC)	Psi 0.01 minor	Strength Samurai(DC) (Psi 0.01 minor, 9 PSPs): You has/have single resist Bandit Mtg monsters(Power Score: PSP cost -45%)
minor	5	Alter Deposit	Psi 0.01 minor	Alter Deposit (Psi 0.01 minor, 4 PSPs): One target has/have a 50% Silver 47 shield(missile)(tenth resist)
minor	5	Time/Space Feast	Psi 1 minor	Time/Space Feast (Psi 1 minor, 10 PSPs): One ally create(s) a 3*LVL dmg Sphere of Anti-Ice
minor	5	Ultrablaster Valley	Psi 1 minor	Ultrablaster Valley (Psi 1 minor, 7 PSPs): One ally create(s) a 3d6 Orc double axe with LVL-2, round up, among weapon plusses/weapon flags
minor	5	Summon Rotate	Psi 1 minor	Summon Rotate (Psi 1 minor, 5 PSPs): One target get(s) -2 mental stat points (randomly distributed in packets of 2) (save per packet)(half resist)
minor	5	Know Tadpole	Psi 1 minor	Know Tadpole (Psi 1 minor, 10 PSPs): One ally sustain(s) dmg
minor	5	Lend Ashtray	Psi 1 minor	Lend Ashtray (Psi 1 minor, 8 PSPs): One ally detect(s) Godly
minor	5	Endorphin Skirt	Psi 1 minor	Endorphin Skirt (Psi 1 minor, 2 PSPs): One ally cure(s) $1d12+LVL$ hp
minor	5	Ballistic Quilt	Psi 1 minor	Ballistic Quilt (Psi 1 minor, 7 PSPs): You know(s) the Memories of a target
minor	5	Return Gasoline	Psi 1 minor	Return Gasoline (Psi 1 minor, 6 PSPs): One target get(s) +ML*10% CR(tenth resist)
minor	5	All-Round Fiction	Psi 1 minor	All-Round Fiction (Psi 1 minor, 2 PSPs): You stop(s) the next $HNCL*7$ Oxygen 8 dmg
minor	5	Mysterious Turret	Psi -1 minor	Mysterious Turret (Psi -1 minor, 7 PSPs): You summon(s) a $DL=LVL/3$ Tarrasque-World Monster
minor	5	Combat Noodle	Psi -1 minor	Combat Noodle (Psi -1 minor, 3 PSPs): One ally levitate(s)
minor	5	Share Den	Psi -1 minor	Share Den (Psi -1 minor, 8 PSPs): One target detect(s) Bosses(tenth resist)
minor	5	Hear Text	Psi -1 minor	Hear Text (Psi -1 minor, 2 PSPs): One group create(s) an illusory item of $gp=(CL/2)*1000$, round up that can be disbelieved with a successful Int check $DC=(CL/3)*10$, round up(PPD save)
minor	5	Conceal Pillow(D&D5)	Psi 10 minor	Conceal Pillow(D&D5) (Psi 10 minor, 7 PSPs): One ally sense(s) Invisibility
minor	5	Inertial Plane Whip	Psi 10 minor	Inertial Plane Whip (Psi 10 minor, 8 PSPs): One ally has/have protection from NPC monsters
minor	5	Alter Node	Psi 10 minor	Alter Node (Psi 10 minor, 8 PSPs): One ally detect(s) Traps
minor	5	Object Glue	Psi 10 minor	Object Glue (Psi 10 minor, 6 PSPs): You sense(s) Traps
minor	5	Ego Ellipse	Psi 10 minor	Ego Ellipse (Psi 10 minor, 5 PSPs): One ally sense(s) Holy
minor	5	Strength Climb	Psi 10 minor	Strength Climb (Psi 10 minor, 7 PSPs): One group may use Astral Projection (copy Int→Str, Wis→Dex, Chr→Con)(tenth resist)
minor	5	Fate Smile	Psi 100 minor	Fate Smile (Psi 100 minor, 4 PSPs): One group get(s) -10 mental stat points (randomly distributed in packets of 2) (save per packet)(Will save)
minor	5	Spider Pizza	Psi 100 minor	Spider Pizza (Psi 100 minor, 3 PSPs): One group tac move(s) twice(tenth resist)
minor	5	Forced Thumb	Psi 100 minor	Forced Thumb (Psi 100 minor, 7 PSPs): One target detect(s) Traps(Spell save)(Power Score: double effect)
minor	5	Thought Smile	Psi 100 minor	Thought Smile (Psi 100 minor, 6 PSPs): One target sustain(s) HNCL(half resist)
minor	5	Lend Stool	Psi 100 minor	Lend Stool (Psi 100 minor, 10 PSPs): One group summon(s) a $DL=(ML+2)/2$ Immortal Monster(half resist)
minor	5	Chemical Meal	Psi 100 minor	Chemical Meal (Psi 100 minor, 3 PSPs): You get(s) +1 arm(s)
minor	5	Invincible Dollar	Psi 11 minor	Invincible Dollar (Psi 11 minor, 2 PSPs): One ally get(s) +2 soul(s)
minor	5	Sensitivity Sick Acoustic	Psi 11 minor	Sensitivity Sick Acoustic (Psi 11 minor, 6 PSPs): One group take(s) $1d20+CL$ Brown dmg(half resist)

minor	5	Superior Secure Pediatrician(D&D3)	Psi 11 minor	Superior Secure Pediatrician(D&D3) (Psi 11 minor, 3 PSPs): One group create(s) an illusionary item of gp=(CL-2)*1000, round up that can be disbelieved with a successful Cml check DC=(ML-1)*10, round up(tenth resist)
minor	5	Return Litter	Psi 11 minor	Return Litter (Psi 11 minor, 2 PSPs): One ally detect(s) Bosses
minor	5	Conceal Credit	Psi 11 minor	Conceal Credit (Psi 11 minor, 3 PSPs): You has/have protection from Nightstalker Mtg monsters
minor	5	Absorb Chimpanzee	Psi 11 minor	Absorb Chimpanzee (Psi 11 minor, 3 PSPs): One ally get(s) +ML-2 A actions
minor	5	Safe Avenue	Psi 11 minor	Safe Avenue (Psi 11 minor, 7 PSPs): One ally sense(s) Diseases
minor	5	Phase Copper Cut	Psi 11 minor	Phase Copper Cut (Psi 11 minor, 9 PSPs): One target gain(s) SEL=2 Damped Restraint
minor	5	Animal Mimosa	Psi 11 minor	Animal Mimosa (Psi 11 minor, 8 PSPs): You cure(s) 1d8+CL Con
minor	5	Alignment Layer	Psi 12 minor	Alignment Layer (Psi 12 minor, 10 PSPs): One group summon(s) a DL=(CL+2)/2 Mirror-Universe Monster(can't be countered)
minor	5	Mysterious Animal	Psi 12 minor	Mysterious Animal (Psi 12 minor, 7 PSPs): One ally gain(s) SEL=2 Class VI
minor	5	True Tendency	Psi 12 minor	True Tendency (Psi 12 minor, 9 PSPs): One group know(s) the Ac of a target(can't be countered)
minor	5	Dimension Time	Psi -12 minor	Dimension Time (Psi -12 minor, 4 PSPs): One target summon(s) a DL=CL/3 Golem Monster
minor	5	Mental Club(DC)	Psi -12 minor	Mental Club(DC) (Psi -12 minor, 9 PSPs): One group create(s) an illusionary DL=CL/3 Priest-classes Monster(uncontrolled) that can be disbelieved with a successful Wis check DC=(CL-2)*10, round up
minor	5	Time/Space Crate	Psi 13 minor	Time/Space Crate (Psi 13 minor, 2 PSPs): One group know(s) the Name of a target(Will save)
minor	5	Animate Spring	Psi 13 minor	Animate Spring (Psi 13 minor, 3 PSPs): You summon(s) a DL=LVL-1 Synnibarr Monster
minor	5	Kinetic Spark(DC)	Psi 13 minor	Kinetic Spark(DC) (Psi 13 minor, 10 PSPs): One group telekinesises ML*4lbs(tenth resist)
minor	5	Telekinetic Battery	Psi 13 minor	Telekinetic Battery (Psi 13 minor, 5 PSPs): One ally get(s) +1 leg(s)(Power Score: can do for 1bM)
minor	5	Split Chair	Psi 14 minor	Split Chair (Psi 14 minor, 8 PSPs): One ally blink(s) HD*5ft
minor	5	Beast Revolve	Psi 14 minor	Beast Revolve (Psi 14 minor, 10 PSPs): You cure(s) 1d12+CL ML dmg
minor	5	Identity Clover	Psi 14 minor	Identity Clover (Psi 14 minor, 2 PSPs): One ally has/have a 50% Silver 47 shield(missile)
minor	5	Pheromone Health	Psi 14 minor	Pheromone Health (Psi 14 minor, 7 PSPs): One ally detect(s) Astral
minor	5	Heightened Cement	Psi 14 minor	Heightened Cement (Psi 14 minor, 8 PSPs): One ally detect(s) Astral
minor	5	Feel Visitor	Psi 15 minor	Feel Visitor (Psi 15 minor, 8 PSPs): One group create(s) an illusionary DL=(HNCL+2)/2 trap that can be disbelieved with a successful Dex check DC=(LVL)*10, round up(BW save)
minor	5	Feel Geology	Psi 15 minor	Feel Geology (Psi 15 minor, 2 PSPs): One ally summon(s) a DL=(ML+2)/2 Outer-LG Monster
minor	5	Death Circle	Psi 15 minor	Death Circle (Psi 15 minor, 10 PSPs): One ally triple(s) movement rate
minor	5	Dream Gasoline	Psi 15 minor	Dream Gasoline (Psi 15 minor, 10 PSPs): One ally get(s) +ML TH
minor	5	Trail Panther	Psi 15 minor	Trail Panther (Psi 15 minor, 9 PSPs): You blink(s) HD*5ft
minor	5	Return Lightning	Psi 15 minor	Return Lightning (Psi 15 minor, 6 PSPs): You know(s) the Ac of a target(Power Score: can do for 1bM)
minor	5	Adrenalin War	Psi 15 minor	Adrenalin War (Psi 15 minor, 8 PSPs): One target gain(s) SEL=1 Modified(Spell save)
minor	5	Concentrate Illegal	Psi -15 minor	Concentrate Illegal (Psi -15 minor, 7 PSPs): One target get(s) -10 mental stat points (randomly distributed in packets of 3) (save per packet)
minor	5	Ectoplasmic Roof	Psi -15 minor	Ectoplasmic Roof (Psi -15 minor, 10 PSPs): One ally summon(s) a DL=ML-2 Star-Trek-Loop Monster(Power Score: can do for 1bM)
minor	5	Sensory Bronze Animal	Psi -15 minor	Sensory Bronze Animal (Psi -15 minor, 3 PSPs): One group create(s) a 3*ML dmg Wall of Dense Pudding(can't be countered)(Power Score: can do for 1Z)
minor	5	Reptile Cornet	Psi -15 minor	Reptile Cornet (Psi -15 minor, 3 PSPs): One target blink(s) HD*5ft(tenth resist)(Power Score: PSP cost -80%)
minor	5	Body Illegal	Psi -15 minor	Body Illegal (Psi -15 minor, 9 PSPs): One group become(s) SEL=1 Insane(BW save)
minor	5	Adrenalin Goose	Psi -15 minor	Adrenalin Goose (Psi -15 minor, 9 PSPs): One target get(s) -2 mental stat points (randomly distributed in packets of 2) (save per packet)(half resist)
minor	5	Alignment Archer	Psi -15 minor	Alignment Archer (Psi -15 minor, 10 PSPs): One group get(s) -10 mental stat points (randomly distributed in packets of 3) (save per packet)(tenth resist)
minor	5	Mysterious Hardcover	Psi -15 minor	Mysterious Hardcover (Psi -15 minor, 10 PSPs): One ally get(s) +1 eye(s)
minor	5	Sound Beautician(AD&D)	Psi -15 minor	Sound Beautician(AD&D) (Psi -15 minor, 10 PSPs): One group forget(s) a known power(Ref save)(Power Score: can do for 1Z)
minor	5	Animal Committee	Psi -15 minor	Animal Committee (Psi -15 minor, 2 PSPs): One target forget(s) a known skill(PPD save)
minor	5	Inertial Wash	Psi -15 minor	Inertial Wash (Psi -15 minor, 4 PSPs): One group take(s) CLd6 Chr dmg(Ref save)(Power Score: PSP cost -30%)
minor	5	Subjective Flower	Psi -15 minor	Subjective Flower (Psi -15 minor, 4 PSPs): One target absorb(s) the next CL*5 Niobium 41 dmg(can't be countered)
minor	5	Teleport Patient Representative	Psi 16 minor	Teleport Patient Representative (Psi 16 minor, 5 PSPs): You get(s) ++ML-3 dmg
minor	5	Alter Then Font	Psi 16 minor	Alter Then Font (Psi 16 minor, 4 PSPs): One group create(s) an item of gp=(HNCL-2)*1000, round up(can't be countered)
minor	5	Superior Government	Psi 16 minor	Superior Government (Psi 16 minor, 7 PSPs): One group take(s) 1d6+CL Gold dmg(Power Score: triple effect)
minor	5	Molecular Guide	Psi 16 minor	Molecular Guide (Psi 16 minor, 5 PSPs): One target become(s) SEL=1 Prone
minor	5	Life Wool	Psi 16 minor	Life Wool (Psi 16 minor, 5 PSPs): One target take(s) 1d12+LVL Moray dmg(tenth resist)(Power Score: triple effect)
minor	5	Ghost Sugar	Psi 16 minor	Ghost Sugar (Psi 16 minor, 3 PSPs): One group summon(s) a DL=CL/3 Undead Monster
minor	5	Spider Geography	Psi 16 minor	Spider Geography (Psi 16 minor, 3 PSPs): One target create(s) a DL=HNCL-2 trap(can't be countered)
minor	5	Dimension List	Psi 16 minor	Dimension List (Psi 16 minor, 4 PSPs): One group become(s) SEL=1 Prone(tenth resist)

minor	5	Teleport Horse	Psi 16 minor	Teleport Horse (Psi 16 minor, 4 PSPs): One ally sense(s) Undead
minor	5	Telepathic Acknowledgment	Psi 17 minor	Telepathic Acknowledgment (Psi 17 minor, 5 PSPs): One target detect(s) Psionics(half resist)
minor	5	Iron Hand(Rolemaster)	Psi 17 minor	Iron Hand(Rolemaster) (Psi 17 minor, 3 PSPs): One group telekinesises ML*4lbs(half resist)
minor	5	Adrenalin Maple	Psi 17 minor	Adrenalin Maple (Psi 17 minor, 9 PSPs): You know(s) the Name of a target
minor	5	Hear Sentence	Psi 17 minor	Hear Sentence (Psi 17 minor, 6 PSPs): One group summon(s) a DL=HD/3 Outer-CE Monster
minor	5	Ectoplasmic Work	Psi 17 minor	Ectoplasmic Work (Psi 17 minor, 5 PSPs): One group become(s) SEL=1 Prone(half resist)
minor	5	Feel Trial	Psi 17 minor	Feel Trial (Psi 17 minor, 10 PSPs): One group sustain(s) Str(can't be countered)
minor	5	Aura Insect	Psi -17 minor	Aura Insect (Psi -17 minor, 4 PSPs): One group take(s) 1d4+CL Mustard dmg(tenth resist)
minor	5	Send Immediate Dictionary	Psi -17 minor	Send Immediate Dictionary (Psi -17 minor, 10 PSPs): One ally gain(s) SEL=2 Levitated
minor	5	Teleport Attack	Psi -17 minor	Teleport Attack (Psi -17 minor, 4 PSPs): One group summon(s) a DL=ML-1 Lycanthrope Monster(can't be countered)
minor	5	Strength Purple	Psi -17 minor	Strength Purple (Psi -17 minor, 2 PSPs): One target take(s) 1d4+CL Red dmg(can't be countered)
minor	5	Weather Unlikely Crown	Psi -17 minor	Weather Unlikely Crown (Psi -17 minor, 9 PSPs): One group create(s) an illusionary item of gp=(CL-2)*1000, round up that can be disbelieved with a successful Cml check DC=(ML-1)*10, round up
minor	5	Dream Every Ankle(DC)	Psi -17 minor	Dream Every Ankle(DC) (Psi -17 minor, 3 PSPs): You sense(s) Holy
minor	5	Know Seal	Psi -17 minor	Know Seal (Psi -17 minor, 2 PSPs): One group take(s) LVLd6 Con dmg
minor	5	Fate Mother-In-Law	Psi 18 minor	Fate Mother-In-Law (Psi 18 minor, 7 PSPs): One ally sense(s) Godly
minor	5	Create Ease	Psi 18 minor	Create Ease (Psi 18 minor, 4 PSPs): One group know(s) the Alignment of a target(can't be countered)
minor	5	Suppress Booklet	Psi 18 minor	Suppress Booklet (Psi 18 minor, 4 PSPs): One ally blink(s) HD*5ft
minor	5	Trail Milkshake(StarTrek)	Psi 18 minor	Trail Milkshake(StarTrek) (Psi 18 minor, 9 PSPs): You gain(s) SEL=2 Damped Restraint
minor	5	False Lobster	Psi 18 minor	False Lobster (Psi 18 minor, 5 PSPs): You sense(s) Undead
minor	5	Empower Best Slave	Psi 18 minor	Empower Best Slave (Psi 18 minor, 10 PSPs): One target tac move(s) twice(can't be countered)(Power Score: double effect)
minor	5	Combat Cell	Psi 19 minor	Combat Cell (Psi 19 minor, 7 PSPs): One ally create(s) an item of gp=(HNCL-2)*1000, round up
minor	5	Psionic Donkey(Champions)	Psi 19 minor	Psionic Donkey(Champions) (Psi 19 minor, 2 PSPs): One target get(s) +1 eye(s)
minor	5	Passive Croissant	Psi 19 minor	Passive Croissant (Psi 19 minor, 3 PSPs): One ally know(s) the Memories of a target
minor	5	Alignment Hurricane	Psi 19 minor	Alignment Hurricane (Psi 19 minor, 6 PSPs): One group create(s) an illusionary DL=ML-2 trap that can be disbelieved with a successful Chr check DC=(LVL-1)*10, round up(tenth resist)
minor	5	Double Begonia	Psi 19 minor	Double Begonia (Psi 19 minor, 4 PSPs): One target get(s) -10 mental stat points (randomly distributed in packets of 2) (save per packet)(Will save)
minor	5	Invincible Bagel	Psi 19 minor	Invincible Bagel (Psi 19 minor, 4 PSPs): One group get(s) +ML-2 A actions
minor	5	Mental Comma	Psi 19 minor	Mental Comma (Psi 19 minor, 7 PSPs): One ally summon(s) a DL=LVL-1 Elf/Avalon Monster
minor	5	Spider Gum	Psi 19 minor	Spider Gum (Psi 19 minor, 8 PSPs): One group take(s) CLd4 Int dmg(can't be countered)
minor	5	Ultrablast Alloy	Psi 2 minor	Ultrablast Alloy (Psi 2 minor, 5 PSPs): One ally sense(s) Godly
minor	5	Combat Frame(Starwars)	Psi 2 minor	Combat Frame(Starwars) (Psi 2 minor, 3 PSPs): One ally detect(s) Radiation
minor	5	Death Smoke	Psi 2 minor	Death Smoke (Psi 2 minor, 7 PSPs): One target hold(s) HNCL(can't be countered)
minor	5	Feel Tent	Psi 2 minor	Feel Tent (Psi 2 minor, 4 PSPs): One ally know(s) the Rumors of a target
minor	5	Mass Band	Psi 2 minor	Mass Band (Psi 2 minor, 8 PSPs): One target forget(s) a known power(RSW save)
minor	5	Iron Search	Psi 2 minor	Iron Search (Psi 2 minor, 7 PSPs): One ally cure(s) LVLd4 hp
minor	5	Heightened Fiber	Psi 2 minor	Heightened Fiber (Psi 2 minor, 9 PSPs): One target gain(s) SEL=2 Levitated(can't be countered)
minor	5	Inertial Ink	Psi 2 minor	Inertial Ink (Psi 2 minor, 4 PSPs): You detect(s) Radiation
minor	5	Trail Balance	Psi 2 minor	Trail Balance (Psi 2 minor, 10 PSPs): One target forget(s) a known power(tenth resist)
minor	5	Telekinetic Apparel	Psi 2 minor	Telekinetic Apparel (Psi 2 minor, 3 PSPs): You gain(s) SEL=2 Levitated
minor	5	Life Vault	Psi 2 minor	Life Vault (Psi 2 minor, 8 PSPs): One group take(s) 1d8+LVL Yellow dmg(PPD save)
minor	5	Beast Ash	Psi -2 minor	Beast Ash (Psi -2 minor, 3 PSPs): One ally get(s) -1 arm(s)
minor	5	Forced Skiing	Psi -2 minor	Forced Skiing (Psi -2 minor, 9 PSPs): One target become(s) SEL=2 Cursed(can't be countered)
minor	5	Ectoplasmic Drum	Psi -2 minor	Ectoplasmic Drum (Psi -2 minor, 6 PSPs): You sense(s) Traps
minor	5	Phobia Pigeon	Psi -2 minor	Phobia Pigeon (Psi -2 minor, 7 PSPs): One target gain(s) SEL=1 Sanctuary(half resist)
minor	5	Psionic Teacher	Psi -2 minor	Psionic Teacher (Psi -2 minor, 2 PSPs): One group get(s) +LVL*10% IR(Fort save)
minor	5	Synaptic Weapon	Psi --2 minor	Synaptic Weapon (Psi --2 minor, 4 PSPs): One target create(s) an illusionary DL=CL/3 Priest-classes Monster(uncontrolled) that can be disbelieved with a successful Wis check DC=(CL-2)*10, round up
minor	5	Passive Turnover	Psi --2 minor	Passive Turnover (Psi --2 minor, 7 PSPs): One target summon(s) a DL=HNCL-2 Immortal Monster(can't be countered)
minor	5	Spirit Hydrogen	Psi --2 minor	Spirit Hydrogen (Psi --2 minor, 7 PSPs): One target take(s) 1d8+LVL Int dmg(can't be countered)
minor	5	Martial Acknowledgment	Psi --2 minor	Martial Acknowledgment (Psi --2 minor, 10 PSPs): One target detect(s) Treasure(Power Score: can do for 1bM)
minor	5	Complete Hamster	Psi --2 minor	Complete Hamster (Psi --2 minor, 7 PSPs): One ally cure(s) 1d20+CL Cml
minor	5	Animate Multimedia	Psi --2 minor	Animate Multimedia (Psi --2 minor, 5 PSPs): One target create(s) an illusionary item of gp=(ML/2)*1000, round up that can be disbelieved with a successful Dex check DC=(LVL+2)*10, round up
minor	5	Mass Margin	Psi --2 minor	Mass Margin (Psi --2 minor, 6 PSPs): One target take(s) 1d8+LVL Yellow dmg(half resist)
minor	5	All-Round Hall	Psi 20 minor	All-Round Hall (Psi 20 minor, 6 PSPs): One target get(s) +LVL TH(half resist)
minor	5	Project Desk	Psi 20 minor	Project Desk (Psi 20 minor, 7 PSPs): One ally summon(s) a DL=HD/3 Sigil/Maelstrom Monster(Power Score: can do for 1bM)

minor	5	Telempathic Show	Psi 20 minor	Telempathic Show (Psi 20 minor, 9 PSPs): You blink(s) HD*5ft
minor	5	Body Flat	Psi 20 minor	Body Flat (Psi 20 minor, 5 PSPs): One group create(s) a DL=LVL/2 trap(can't be countered)
minor	5	Psychic Magazine	Psi 20 minor	Psychic Magazine (Psi 20 minor, 5 PSPs): You has/have a 70% Crystal Ooze shield(Power Score: double effect)
minor	5	Create Doll	Psi 21 minor	Create Doll (Psi 21 minor, 6 PSPs): One group sustain(s) Saves
minor	5	Switch Pencil	Psi 21 minor	Switch Pencil (Psi 21 minor, 3 PSPs): One ally summon(s) a DL=CL/3 NPC Monster
minor	5	Molecular Milkshake	Psi 21 minor	Molecular Milkshake (Psi 21 minor, 10 PSPs): One target tac move(s) twice(half resist)
minor	5	Switch Plier	Psi 21 minor	Switch Plier (Psi 21 minor, 8 PSPs): One ally breath(s) an EE=2 eelement (dmg= max hp)
minor	5	Insect Deep Den	Psi 21 minor	Insect Deep Den (Psi 21 minor, 8 PSPs): One group cure(s) SEL=2 Falling(can't be countered)
minor	5	Dimension Rose	Psi 21 minor	Dimension Rose (Psi 21 minor, 5 PSPs): You create(s) a 3*ML dmg Wall of Dense Padding
minor	5	Double Substance	Psi 21 minor	Double Substance (Psi 21 minor, 8 PSPs): One ally know(s) the Name of a target
minor	5	Flesh Current	Psi 21 minor	Flesh Current (Psi 21 minor, 5 PSPs): One target detect(s) Radiation
minor	5	Tower Existence	Psi 21 minor	Tower Existence (Psi 21 minor, 8 PSPs): You summon(s) a DL=(CL+2)/2 Mirror-Universe Monster
minor	5	Superior Deposit	Psi 21 minor	Superior Deposit (Psi 21 minor, 3 PSPs): One ally summon(s) a DL=LVL-1 Plains Monster
minor	5	Sens. Copy	Psi 21 minor	Sens. Copy (Psi 21 minor, 10 PSPs): One group summon(s) a DL=(ML+2)/2 Priest-classes Monster(can't be countered)
minor	5	Know Little Fiber	Psi 22 minor	Know Little Fiber (Psi 22 minor, 3 PSPs): One target cure(s) 1d6+CL Wis
minor	5	Forced Cent	Psi 22 minor	Forced Cent (Psi 22 minor, 5 PSPs): One target detect(s) Godly(BW save)
minor	5	See Ghost	Psi 22 minor	See Ghost (Psi 22 minor, 4 PSPs): You get(s) ++ML-4 TH
minor	5	Alter Lightning	Psi 22 minor	Alter Lightning (Psi 22 minor, 10 PSPs): One target create(s) an illusionary item of gp=(CL/2)*1000, round up that can be disbelieved with a successful Int check DC=(CL/3)*10, round up(RSW save)
minor	5	Project Break	Psi 22 minor	Project Break (Psi 22 minor, 8 PSPs): One ally levitate(s)
minor	5	Subjective Smooth Fibre	Psi 22 minor	Subjective Smooth Fibre (Psi 22 minor, 10 PSPs): You create(s) a DL=(CL+2)/2 trap
minor	5	Animate Winter(D&D4)	Psi 22 minor	Animate Winter(D&D4) (Psi 22 minor, 10 PSPs): One group forget(s) a known rogue ability(RSW save)
minor	5	Psychic Lamb	Psi 22 minor	Psychic Lamb (Psi 22 minor, 10 PSPs): One group forget(s) a known skill
minor	5	Switch Tower(AD&D)	Psi 22 minor	Switch Tower(AD&D) (Psi 22 minor, 10 PSPs): One target detect(s) Radiation(half resist)(Power Score: triple effect)
minor	5	Sensitivity Salad	Psi 23 minor	Sensitivity Salad (Psi 23 minor, 2 PSPs): One group create(s) an illusionary DL=HNCL/3 trap that can be disbelieved with a successful Chr check DC=((HD-2)*2)*10, round up(RSW save)
minor	5	Double Television	Psi 23 minor	Double Television (Psi 23 minor, 9 PSPs): One group get(s) -10 mental stat points (randomly distributed in packets of 2) (save per packet)
minor	5	Split Nervous Speedboat	Psi 23 minor	Split Nervous Speedboat (Psi 23 minor, 9 PSPs): One ally gain(s) SEL=1 Sustain Sanity
minor	5	Weather Cathedral	Psi 23 minor	Weather Cathedral (Psi 23 minor, 4 PSPs): One group forget(s) a known skill(Will save)
minor	5	Mind Willow	Psi 23 minor	Mind Willow (Psi 23 minor, 6 PSPs): One target detect(s) Radiation(tenth resist)
minor	5	Double Detective	Psi 23 minor	Double Detective (Psi 23 minor, 7 PSPs): One target summon(s) a DL=LVL-1 Golem Monster
minor	5	Focus Chestnut Kite	Psi 23 minor	Focus Chestnut Kite (Psi 23 minor, 10 PSPs): One target give(s) subordinates +LVL Saves(tenth resist)
minor	5	Trail Metal	Psi 23 minor	Trail Metal (Psi 23 minor, 2 PSPs): One target create(s) an illusionary item of gp=(ML/2)*1000, round up that can be disbelieved with a successful Dex check DC=(LVL+2)*10, round up(can't be countered)
minor	5	Complete Clam	Psi 23 minor	Complete Clam (Psi 23 minor, 2 PSPs): One target know(s) the Ac of a target
minor	5	Pocket Amusement	Psi 27 minor	Pocket Amusement (Psi 27 minor, 7 PSPs): One target levitate(s)
minor	5	Id Lake	Psi 27 minor	Id Lake (Psi 27 minor, 9 PSPs): One group gain(s) SEL=1 Exceptional Wis(Ref save)
minor	5	Cause Otter	Psi 29 minor	Cause Otter (Psi 29 minor, 5 PSPs): One target absorb(s) the next LVL*7 Water dmg
minor	5	Kinetic Knee	Psi 29 minor	Kinetic Knee (Psi 29 minor, 4 PSPs): One target get(s) +ML TH(PPD save)
minor	5	Phobia Editorial	Psi 29 minor	Phobia Editorial (Psi 29 minor, 9 PSPs): One ally summon(s) a DL=LVL-1 City/Town Monster
minor	5	Weather Wedge	Psi 29 minor	Weather Wedge (Psi 29 minor, 3 PSPs): One target sustain(s) Saves
minor	5	Empower Airport(D&D)	Psi 29 minor	Empower Airport(D&D) (Psi 29 minor, 3 PSPs): One ally get(s) -2 tail(s)
minor	5	Poison Chicken	Psi 29 minor	Poison Chicken (Psi 29 minor, 5 PSPs): One ally cure(s) 1d4+CL Wis
minor	5	Taste Hawk	Psi 29 minor	Taste Hawk (Psi 29 minor, 6 PSPs): One group take(s) CLd4 Slashing dmg(PPD save)
minor	5	True Treatment	Psi 29 minor	True Treatment (Psi 29 minor, 6 PSPs): You may use Reverse Ethereal Projection. (copy Dex→Str, Con→Int, Chr→Wis)
minor	5	All-Round Front Sack	Psi 29 minor	All-Round Front Sack (Psi 29 minor, 4 PSPs): One target create(s) a 1d4 Sickle with CL/3, round up, among weapon plusses/weapon flags
minor	5	Ethereal Opinion	Psi 3 minor	Ethereal Opinion (Psi 3 minor, 3 PSPs): You detect(s) Psionics(Power Score: can do for 1Z)
minor	5	Enhanced Recorder	Psi 3 minor	Enhanced Recorder (Psi 3 minor, 8 PSPs): One group forget(s) a known rogue ability
minor	5	Plant Arithmetic	Psi 3 minor	Plant Arithmetic (Psi 3 minor, 2 PSPs): One group get(s) -2 mental stat points (randomly distributed in packets of 2) (save per packet)(tenth resist)
minor	5	Fighting Kitchen	Psi 3 minor	Fighting Kitchen (Psi 3 minor, 5 PSPs): One target take(s) 1d4+CL Mustard dmg(Will save)
minor	5	Astral Radish	Psi -3 minor	Astral Radish (Psi -3 minor, 10 PSPs): One target get(s) ++ML-4 Saves(Power Score: PSP cost -10%)
minor	5	Martial Search	Psi -3 minor	Martial Search (Psi -3 minor, 7 PSPs): You detect(s) Traps
minor	5	Martial Poet	Psi -3 minor	Martial Poet (Psi -3 minor, 2 PSPs): One group create(s) an illusionary DL=HNCL/3 trap that can be disbelieved with a successful Chr check DC=((HD-2)*2)*10, round up
minor	5	Fighting Arch	Psi -3 minor	Fighting Arch (Psi -3 minor, 4 PSPs): One group take(s) 1d20+LVL Piercing dmg(can't be countered)
minor	5	Psionic Node	Psi -3 minor	Psionic Node (Psi -3 minor, 6 PSPs): One target sense(s) Innates(BW save)
minor	5	Ego Athlete	Psi 3.5 minor	Ego Athlete (Psi 3.5 minor, 3 PSPs): One target cure(s) 1d12+CL ML dmg

minor	5	Spirit Morning	Psi 3.5 minor	Spirit Morning (Psi 3.5 minor, 4 PSPs): One ally sense(s) Innates
minor	5	Astral Worm	Psi 3.5 minor	Astral Worm (Psi 3.5 minor, 3 PSPs): You know(s) the Name of a target
minor	5	Insect Lilac(Champions)	Psi 3.5 minor	Insect Lilac(Champions) (Psi 3.5 minor, 6 PSPs): One group cure(s) 1d8+CL Con(tenth resist)
minor	5	Alignment Penalty	Psi 3.5 minor	Alignment Penalty (Psi 3.5 minor, 6 PSPs): One ally hold(s) HNCL
minor	5	Opposite Opinion	Psi 3.5 minor	Opposite Opinion (Psi 3.5 minor, 4 PSPs): One group summon(s) a DL=(HNCL+2)/2 Henchmen Monster(Power Score: PSP cost -15%)
minor	5	Fate Immediate Dipstick	Psi 3.5 minor	Fate Immediate Dipstick (Psi 3.5 minor, 3 PSPs): One target cure(s) SEL=2 Falling(tenth resist)
minor	5	Astral Stamp	Psi 30 minor	Astral Stamp (Psi 30 minor, 3 PSPs): One target sense(s) Undead(tenth resist)
minor	5	Death Ease	Psi 30 minor	Death Ease (Psi 30 minor, 9 PSPs): One group create(s) a DL=ML-1 Internet Monster(not understandable)(tenth resist)
minor	5	Ghost Trade	Psi 30 minor	Ghost Trade (Psi 30 minor, 5 PSPs): One ally detect(s) Tricks
minor	5	Safe Drop	Psi 30 minor	Safe Drop (Psi 30 minor, 5 PSPs): One target triple(s) movement rate
minor	5	Lend Collar	Psi 30 minor	Lend Collar (Psi 30 minor, 10 PSPs): You detect(s) Radiation
minor	5	Tower Quiet	Psi 30 minor	Tower Quiet (Psi 30 minor, 2 PSPs): One ally detect(s) Radiation
minor	5	Phase Cobalt Tray	Psi 30 minor	Phase Cobalt Tray (Psi 30 minor, 3 PSPs): One target sense(s) Innates(Spell save)
minor	5	Adrenalin Dedication	Psi 36 minor	Adrenalin Dedication (Psi 36 minor, 6 PSPs): One group create(s) an illusionary item of gp=(ML/2)*1000, round up that can be disbelieved with a successful Dex check DC=(LVL+2)*10, round up
minor	5	Ethereal Judge	Psi 36 minor	Ethereal Judge (Psi 36 minor, 6 PSPs): One target forget(s) a known proficiency(half resist)
minor	5	Adrenalin Fast Objective	Psi 36 minor	Adrenalin Fast Objective (Psi 36 minor, 4 PSPs): You detect(s) Bosses
minor	5	Watcher'S Tip	Psi 45 minor	Watcher'S Tip (Psi 45 minor, 8 PSPs): One group cure(s) 1d4+CL hp(tenth resist)
minor	5	Endorphin Motorboat	Psi 45 minor	Endorphin Motorboat (Psi 45 minor, 10 PSPs): You absorb(s) the next LVL*7 Ytterbium 70 dmg
minor	5	Ultrablast Soldier	Psi 45 minor	Ultrablast Soldier (Psi 45 minor, 6 PSPs): One group detect(s) Treasure(half resist)
minor	5	Conceal Condor	Psi 45 minor	Conceal Condor (Psi 45 minor, 10 PSPs): One target telekinesises ML*4lbs
minor	5	Strength Taiwan	Psi 45 minor	Strength Taiwan (Psi 45 minor, 7 PSPs): One group forget(s) a known rogue ability(Spell save)
minor	5	Endorphin Yellow	Psi 45 minor	Endorphin Yellow (Psi 45 minor, 8 PSPs): One group take(s) 1d4+CL Bludgeoning dmg(can't be countered)(Power Score: double effect)
minor	5	Insect Square Cast	Psi 5 minor	Insect Square Cast (Psi 5 minor, 4 PSPs): One ally cure(s) 1d20+CL Cml
minor	5	Suppress Organization	Psi 5 minor	Suppress Organization (Psi 5 minor, 2 PSPs): One ally sustain(s) ML
minor	5	Heightened Alphabet	Psi 5 minor	Heightened Alphabet (Psi 5 minor, 10 PSPs): One group get(s) +ML*10% CR(half resist)
minor	5	Ghost Trout	Psi -5 minor	Ghost Trout (Psi -5 minor, 7 PSPs): One group give(s) subordinates +ML dmg
minor	5	Dimension Pure Granddaughter	Psi -5 minor	Dimension Pure Granddaughter (Psi -5 minor, 7 PSPs): One target get(s) +2 eye(s)
minor	5	Return Millisecond	Psi -5 minor	Return Millisecond (Psi -5 minor, 3 PSPs): One group forget(s) a known power(PPD save)
minor	5	Object Couch	Psi 54 minor	Object Couch (Psi 54 minor, 3 PSPs): One group levitate(s)(tenth resist)
minor	5	Life Armadillo	Psi 54 minor	Life Armadillo (Psi 54 minor, 5 PSPs): One ally get(s) ++ML-1 AC(Power Score: can do for 1Z)
minor	5	Bone Wave	Psi 54 minor	Bone Wave (Psi 54 minor, 9 PSPs): One group sense(s) Innates(Will save)
minor	5	Telekinetic Need	Psi 54 minor	Telekinetic Need (Psi 54 minor, 6 PSPs): One group tac move(s) twice(can't be countered)
minor	5	Phase Fang	Psi 54 minor	Phase Fang (Psi 54 minor, 3 PSPs): You cure(s) 1d4+LVL ML dmg
minor	5	Phase Basin	Psi 54 minor	Phase Basin (Psi 54 minor, 6 PSPs): One target summon(s) a DL=CL/3 Outer-CG Monster
minor	5	Body Dinghy(Mutants&Masterminds)	Psi 54 minor	Body Dinghy(Mutants&Masterminds) (Psi 54 minor, 7 PSPs): You summon(s) a DL=(CL+2)/2 Rogue-classes Monster
minor	5	Martial Geography	Psi 54 minor	Martial Geography (Psi 54 minor, 6 PSPs): One group know(s) the History of a target(Will save)
minor	5	Lend Lunch	Psi 54 minor	Lend Lunch (Psi 54 minor, 5 PSPs): 1bM: You summon(s) a DL=(ML+2)/2 Familiar Monster
minor	5	Astral Time	Psi 6 minor	Astral Time (Psi 6 minor, 5 PSPs): You gain(s) SEL=1 Exceptional Wis
minor	5	Mental Seed	Psi 6 minor	Mental Seed (Psi 6 minor, 2 PSPs): One group summon(s) a DL=CL/3 Wizard-classes Monster(Ref save)
minor	5	Ego Button	Psi 6 minor	Ego Button (Psi 6 minor, 7 PSPs): One ally detect(s) Ethereal
minor	5	Ectoplasmic Deal(Shadowrun)	Psi 6 minor	Ectoplasmic Deal(Shadowrun) (Psi 6 minor, 10 PSPs): One target detect(s) Treasure
minor	5	Id Wasp	Psi 6 minor	Id Wasp (Psi 6 minor, 4 PSPs): One target get(s) -10 mental stat points (randomly distributed in packets of 3) (save per packet)(tenth resist)
minor	5	Endorphin Chance	Psi 6 minor	Endorphin Chance (Psi 6 minor, 5 PSPs): One group get(s) -10 mental stat points (randomly distributed in packets of 2) (save per packet)(RSW save)
minor	5	Taste Stocking	Psi 6 minor	Taste Stocking (Psi 6 minor, 2 PSPs): One group sustain(s) Int(tenth resist)
minor	5	Ghost Credit	Psi 6 minor	Ghost Credit (Psi 6 minor, 7 PSPs): One target sense(s) Innates
minor	5	Telepathic Paperback	Psi 6 minor	Telepathic Paperback (Psi 6 minor, 9 PSPs): One ally telekinesises ML*4lbs
minor	5	Empower Spear	Psi 6 minor	Empower Spear (Psi 6 minor, 5 PSPs): One ally get(s) +LVL*10% IR
minor	5	Dream Seashore	Psi 6 minor	Dream Seashore (Psi 6 minor, 3 PSPs): One group sense(s) Holy
minor	5	Know Case	Psi 6 minor	Know Case (Psi 6 minor, 5 PSPs): You gain(s) SEL=2 Rotating Silver Cord
minor	5	Dream Skin	Psi 6 minor	Dream Skin (Psi 6 minor, 6 PSPs): One ally has/have single resist Bandit Mtg monsters
minor	5	Subjective Seaplane	Psi 6 minor	Subjective Seaplane (Psi 6 minor, 10 PSPs): You sense(s) Holy
minor	5	Ethereal Litter(Rolemaster)	Psi -6 minor	Ethereal Litter(Rolemaster) (Psi -6 minor, 3 PSPs): One group sustain(s) ML(tenth resist)
minor	5	Stasis Punch	Psi -6 minor	Stasis Punch (Psi -6 minor, 10 PSPs): One group take(s) 1d6+LVL Con dmg
minor	5	Danger Experience	Psi -6 minor	Danger Experience (Psi -6 minor, 6 PSPs): One ally sustain(s) Chr(Power Score: can do for 1Z)

minor	5	Sight Breakfast	Psi -6 minor	Sight Breakfast (Psi -6 minor, 7 PSPs): One target summon(s) a DL=LVL-2 Buffyverse Monster
minor	5	Spirit Good-Bye	Psi -6 minor	Spirit Good-Bye (Psi -6 minor, 5 PSPs): One group get(s) -2 mental stat points (randomly distributed in packets of 2) (save per packet)
minor	5	Ultrablast Volleyball	Psi 60 minor	Ultrablast Volleyball (Psi 60 minor, 8 PSPs): You know(s) the Name of a target
minor	5	Fate Extreme Frost	Psi 60 minor	Fate Extreme Frost (Psi 60 minor, 10 PSPs): One group take(s) 1d20+CL Str dmg
minor	5	Lend Broccoli	Psi 7 minor	Lend Broccoli (Psi 7 minor, 7 PSPs): One target sustain(s) dmg(tenth resist)(Power Score: can do for 1bM)
minor	5	All-Round Turn	Psi 7 minor	All-Round Turn (Psi 7 minor, 4 PSPs): One group stop(s) the next HNCL*5 Osmium 76 dmg
minor	5	Danger Tornado	Psi 7 minor	Danger Tornado (Psi 7 minor, 5 PSPs): One target sense(s) Invisibility(can't be countered)
minor	5	Project Touch	Psi 7 minor	Project Touch (Psi 7 minor, 7 PSPs): One group create(s) a 3d6 Ore double axe with LVL-2, round up, among weapon plusses/weapon flags(tenth resist)
minor	5	Static Castanet	Psi 7 minor	Static Castanet (Psi 7 minor, 7 PSPs): One target sense(s) Secret Doors(half resist)
minor	5	Control Nickel(Marvel)	Psi 7 minor	Control Nickel(Marvel) (Psi 7 minor, 5 PSPs): One group forget(s) a known power
minor	5	Death Diploma	Psi 7 minor	Death Diploma (Psi 7 minor, 3 PSPs): One group detect(s) Godly(Ref save)(Power Score: can do for 1bM)
minor	5	Alter Eyeliner	Psi 7 minor	Alter Eyeliner (Psi 7 minor, 10 PSPs): One group create(s) an illusionary item of gp=(CL/2)*1000, round up that can be disbelieved with a successful Int check DC=(CL/3)*10, round up
minor	5	Id Satin	Psi -7 minor	Id Satin (Psi -7 minor, 6 PSPs): One group blink(s) HD*5ft
minor	5	Enhanced Bakery	Psi -7 minor	Enhanced Bakery (Psi -7 minor, 7 PSPs): One ally summon(s) a DL=ML-1 Water Monster
minor	5	Inflict Opaque Ptarmigan	Psi -7 minor	Inflict Opaque Ptarmigan (Psi -7 minor, 7 PSPs): One group summon(s) a DL=HD/3 Outer-LG Monster(can't be countered)
minor	5	Switch Tendency	Psi -7 minor	Switch Tendency (Psi -7 minor, 2 PSPs): One ally summon(s) a DL=(CL+2)/2 Mutant Monster
minor	5	Complete Support	Psi -7 minor	Complete Support (Psi -7 minor, 10 PSPs): One group take(s) 1d6+LVL Wis dmg(can't be countered)
minor	5	Ectoplasmic Pilot(Mutants&Masterminds)	Psi -7 minor	Ectoplasmic Pilot(Mutants&Masterminds) (Psi -7 minor, 2 PSPs): One ally get(s) ++ML-4 Saves
minor	5	Energy Pressure	Psi -7 minor	Energy Pressure (Psi -7 minor, 10 PSPs): One target become(s) SEL=1 Prone
minor	5	Safe Healthy Wasp(Starwars)	Psi -7 minor	Safe Healthy Wasp(Starwars) (Psi -7 minor, 7 PSPs): One target create(s) a DL=(HNCL+2)/2 Megaverse-Project Monster(uncontrolled)
minor	5	Sens. Shadow	Psi -7 minor	Sens. Shadow (Psi -7 minor, 6 PSPs): One ally has/have protection from Snake Mtg monsters
minor	5	Incarnation Slight Fog	Psi 72 minor	Incarnation Slight Fog (Psi 72 minor, 8 PSPs): One target create(s) a 2*CL dmg Wall of Gray Ooze(tenth resist)
minor	5	Animal Locket	Psi 72 minor	Animal Locket (Psi 72 minor, 4 PSPs): One group gain(s) SEL=1 Modified(half resist)(Power Score: can do for 1Z)
minor	5	Pocket Swing	Psi 72 minor	Pocket Swing (Psi 72 minor, 2 PSPs): One target know(s) the Rumors of a target
minor	5	Spider Disadvantage	Psi 72 minor	Spider Disadvantage (Psi 72 minor, 9 PSPs): One ally know(s) the Alignment of a target
minor	5	Sight Care	Psi 8 minor	Sight Care (Psi 8 minor, 10 PSPs): 1bM: One target hold(s) Int
minor	5	Molecular Vacuum	Psi 8 minor	Molecular Vacuum (Psi 8 minor, 2 PSPs): One group sense(s) Traps(can't be countered)
minor	5	Ego Gearshift	Psi 8 minor	Ego Gearshift (Psi 8 minor, 9 PSPs): One target create(s) an illusionary DL=LVL-2 Jungle Monster(uncontrolled) that can be disbelieved with a successful Wis check DC=(HD/2)*10, round up(tenth resist)
minor	5	Fighting Root	Psi 8 minor	Fighting Root (Psi 8 minor, 8 PSPs): One group detect(s) Tricks(can't be countered)
minor	5	Dimension Innocent	Psi 8 minor	Dimension Innocent (Psi 8 minor, 7 PSPs): One group create(s) an illusionary DL=ML-2 trap that can be disbelieved with a successful Chr check DC=(LVL-1)*10, round up(tenth resist)(Power Score: triple effect)
minor	5	Time/Space Hygienic	Psi 8 minor	Time/Space Hygienic (Psi 8 minor, 7 PSPs): One ally sense(s) Holy
minor	5	Static Gate	Psi 8 minor	Static Gate (Psi 8 minor, 2 PSPs): One group get(s) -10 mental stat points (randomly distributed in packets of 2) (save per packet)
minor	5	Identity Order	Psi 8 minor	Identity Order (Psi 8 minor, 2 PSPs): One group levitate(s)(tenth resist)
minor	5	Ego Case	Psi 8 minor	Ego Case (Psi 8 minor, 4 PSPs): One target gain(s) SEL=2 Invisible
minor	5	Superior Bumper	Psi 8 minor	Superior Bumper (Psi 8 minor, 3 PSPs): One group detect(s) Psionics(half resist)
minor	5	Molecular Preface	Psi 8 minor	Molecular Preface (Psi 8 minor, 6 PSPs): One target take(s) LVLd6 Piercing dmg
minor	5	Spatial Cheetah	Psi 8 minor	Spatial Cheetah (Psi 8 minor, 6 PSPs): One ally know(s) the History of a target
minor	5	Project Saxophone	Psi 81 minor	Project Saxophone (Psi 81 minor, 7 PSPs): 1bM: One ally sustain(s) Str
minor	5	Hear Jar	Psi 81 minor	Hear Jar (Psi 81 minor, 7 PSPs): You get(s) +LVL*10% IR
minor	5	Superior Hemp	Psi 81 minor	Superior Hemp (Psi 81 minor, 7 PSPs): One group detect(s) Tricks(can't be countered)
minor	5	Stasis Bugle	Psi 81 minor	Stasis Bugle (Psi 81 minor, 10 PSPs): You get(s) +LVL-5 Cml
minor	5	Psionic Hearing	Psi 81 minor	Psionic Hearing (Psi 81 minor, 10 PSPs): One group detect(s) Tricks(can't be countered)
minor	5	Sight Sepia Lasagna	Psi 81 minor	Sight Sepia Lasagna (Psi 81 minor, 8 PSPs): One ally sense(s) Undead
minor	5	Cause Cobweb	Psi 81 minor	Cause Cobweb (Psi 81 minor, 8 PSPs): One target take(s) 1d4+CL Mustard dmg(tenth resist)
minor	5	Danger Jacket	Psi 81 minor	Danger Jacket (Psi 81 minor, 8 PSPs): One ally cure(s) 1d4+LVL ML dmg
minor	5	Trail Independent Oyster	Psi 81 minor	Trail Independent Oyster (Psi 81 minor, 5 PSPs): One group summon(s) a DL=CL/3 NPC Monster(half resist)
minor	5	Sensory Farm	Psi 81 minor	Sensory Farm (Psi 81 minor, 8 PSPs): One group become(s) SEL=1 Fumble
minor	5	Split Penalty	Psi 9 minor	Split Penalty (Psi 9 minor, 4 PSPs): One target get(s) -2 mental stat points (randomly distributed in packets of 2) (save per packet)(can't be countered)

minor	5	Forced Burn	Psi 9 minor	Forced Burn (Psi 9 minor, 8 PSPs): One target summon(s) a DL=CL/3 Wizard-classes Monster(can't be countered)
minor	5	Sens. Female	Psi 9 minor	Sens. Female (Psi 9 minor, 10 PSPs): One ally has/have a 50% Silver 47 shield(missile)
minor	5	Adrenalin Popcorn	Psi 9 minor	Adrenalin Popcorn (Psi 9 minor, 6 PSPs): One group detect(s) Bosses(Spell save)
minor	5	Passive House	Psi 9 minor	Passive House (Psi 9 minor, 10 PSPs): You cure(s) 1d20+CL Cml
minor	5	False Viscose	Psi 9 minor	False Viscose (Psi 9 minor, 4 PSPs): One ally sense(s) Diseases
minor	5	Trail Week	Psi 9 minor	Trail Week (Psi 9 minor, 5 PSPs): You summon(s) a DL=HNCL-2 Outer-TN Monster
minor	5	Death Scraper	Psi 9 minor	Death Scraper (Psi 9 minor, 6 PSPs): One target create(s) an illusionary DL=CL/3 Priest-classes Monster(uncontrolled) that can be disbelieved with a successful Wis check DC=(CL-2)*10, round up(can't be countered)
minor	5	Danger Snowboarding	Psi 9 minor	Danger Snowboarding (Psi 9 minor, 2 PSPs): One group gain(s) SEL=2 Blurred
minor	5	Suspend Snail	Psi 9 minor	Suspend Snail (Psi 9 minor, 2 PSPs): One target take(s) 1 Creeping Elemental dmg
minor	5	Complete Coast	Psi -9 minor	Complete Coast (Psi -9 minor, 6 PSPs): One group get(s) +1 arm(s)(Spell save)
minor	5	Double Gallon	Psi -9 minor	Double Gallon (Psi -9 minor, 7 PSPs): One target become(s) SEL=1 Insane(PP save)
minor	5	Weather Veterinarian	Psi -9 minor	Weather Veterinarian (Psi -9 minor, 10 PSPs): You know(s) the Hp of a target
minor	5	Switch Environment	Psi -9 minor	Switch Environment (Psi -9 minor, 5 PSPs): One target hold(s) HNCL(half resist)
minor	5	Body Ready Hexagon	Psi -9 minor	Body Ready Hexagon (Psi -9 minor, 7 PSPs): One group know(s) the Rumors of a target(RSW save)
minor	5	Incarnation Fan	Psi -9 minor	Incarnation Fan (Psi -9 minor, 4 PSPs): One target create(s) a DL=LVL/2 trap
minor	5	Combat Network	Psi -9 minor	Combat Network (Psi -9 minor, 6 PSPs): You sense(s) Holy
minor	5	Post-Hyp. Jute	Psi -9 minor	Post-Hyp. Jute (Psi -9 minor, 4 PSPs): You sense(s) Invisibility
minor	5	Share Power	Psi 98 minor	Share Power (Psi 98 minor, 9 PSPs): One target gain(s) SEL=2 Full Cover
minor	5	Psychic Saw	Psi 98 minor	Psychic Saw (Psi 98 minor, 10 PSPs): One target forget(s) a known rogue ability(can't be countered)(Power Score: can do for 1Z)
minor	5	Feel Federal Hyena	Psi 98 minor	Feel Federal Hyena (Psi 98 minor, 4 PSPs): One ally detect(s) Traps
minor	5	Intellect Asphalt(Shadowrun)	Psi 98 minor	Intellect Asphalt(Shadowrun) (Psi 98 minor, 3 PSPs): One group sense(s) Holy(half resist)
minor	5	Telekinetic Self(Shadowrun)	Psi 98 minor	Telekinetic Self(Shadowrun) (Psi 98 minor, 7 PSPs): One ally gain(s) SEL=2 Esper-Blind
major	5	Radial Arch	Psi 0 major	Radial Arch (Psi 0 major, 28 PSPs): One group take(s) 1d10+CL Stone Pudding dmg(can't be countered)(Power Score: can do for 1Z)
major	5	Synaptic Difference	Psi 0 major	Synaptic Difference (Psi 0 major, 7 PSPs): One target get(s) physically dominate(d) unless a Str check (DC=(LVL+1)*10, round up) is made.
major	5	Chemical Curious Bit(D&D4)	Psi 0 major	Chemical Curious Bit(D&D4) (Psi 0 major, 41 PSPs): One group get(s) charm(d) unless a Cml check (DC=(LVL+2)*10, round up) is made.(can't be countered)
major	5	Empower Blanket	Psi 0 major	Empower Blanket (Psi 0 major, 6 PSPs): One group give(s) subordinates +HD dmg
major	5	Energy Doctor	Psi 0.00 major	Energy Doctor (Psi 0.00 major, 17 PSPs): One group restore(s) Cml drain(tenth resist)
major	5	Endorphin Advantage	Psi 0.00 major	Endorphin Advantage (Psi 0.00 major, 5 PSPs): One target has/have double resist(s) SEL=5 Capital S Skinned status
major	5	Intellect Civil Half-Sister	Psi 0.00 major	Intellect Civil Half-Sister (Psi 0.00 major, 28 PSPs): You create(s) a 2d12 Morningstar with LVL, round up, among weapon plusses/weapon flags
major	5	Passive Knowledge	Psi 0.01 major	Passive Knowledge (Psi 0.01 major, 39 PSPs): One target create(s) an illusionary DL=LVL+1 Beholder Monster(not understandable) that can be disbelieved with a successful Chr check DC=(CL/3)*10, round up
major	5	Cell Background Eggplant	Psi 0.01 major	Cell Background Eggplant (Psi 0.01 major, 11 PSPs): One target restore(s) ML drain(half resist)(Power Score: can do for 1Z)
major	5	Suspend Aunt	Psi 0.01 major	Suspend Aunt (Psi 0.01 major, 30 PSPs): You cure(s) LVLd10 Wis
major	5	Spirit Tugboat	Psi 0.01 major	Spirit Tugboat (Psi 0.01 major, 24 PSPs): One target take(s) CLd6 Ruby dmg
major	5	Astral Disease	Psi 0.01 major	Astral Disease (Psi 0.01 major, 50 PSPs): One target breath(s) an EE=5 eelement (dmg= current hp)(half resist)
major	5	Synaptic Lung	Psi 0.01 major	Synaptic Lung (Psi 0.01 major, 37 PSPs): One ally summon(s) a DL=HNCL+1 Illusionary Monster
major	5	Id Low	Psi 0.01 major	Id Low (Psi 0.01 major, 48 PSPs): One group take(s) 1d20+LVL Blue Jelly [Angband] dmg
major	5	Teleport Bean	Psi 1 major	Teleport Bean (Psi 1 major, 12 PSPs): One target detect(s) tricks, traps, specials, treasure, magic items, and monsters(can't be countered)
major	5	Enhanced Pyjama	Psi 1 major	Enhanced Pyjama (Psi 1 major, 30 PSPs): One group become(s) SEL=3 Gravity (Zero/High)
major	5	Absorb Carriage	Psi 1 major	Absorb Carriage (Psi 1 major, 33 PSPs): One group create(s) an illusionary [x1] DL=(CL+2)/2 Special that can be disbelieved with a successful Cml check DC=(CL+1)*10, round up
major	5	Ectoplasmic Harmony	Psi 1 major	Ectoplasmic Harmony (Psi 1 major, 28 PSPs): One group get(s) +HNCL*10% CR
major	5	Dimension Hall(D&D4)	Psi 1 major	Dimension Hall(D&D4) (Psi 1 major, 24 PSPs): You summon(s) a DL=CL-1 Kara-Tur Monster
major	5	Phobia Stopwatch	Psi 1 major	Phobia Stopwatch (Psi 1 major, 19 PSPs): One group get(s) mentally dominate(d) unless a Con check (DC=((CL+2)/2)*10, round up) is made.(can't be countered)
major	5	Sensitivity Angle	Psi 1 major	Sensitivity Angle (Psi 1 major, 7 PSPs): One group combine(s) three group(s) into another(half resist)
major	5	Ethereal Baritone	Psi -1 major	Ethereal Baritone (Psi -1 major, 37 PSPs): You gain(s) SEL=4 Super Barbarian Chr
major	5	All-Round Orange	Psi -1 major	All-Round Orange (Psi -1 major, 19 PSPs): One ally has/have "The next time you take dmg from an effect of SL=2 this segment, it is redirected to one target instead
major	5	Mysterious Step	Psi -1 major	Mysterious Step (Psi -1 major, 14 PSPs): One ally multiply(s) the effect of a power (Max=HNCL+1), round up; can leave it "hanging"
major	5	Shadow Message	Psi -1 major	Shadow Message (Psi -1 major, 7 PSPs): One group combine(s) three group(s) into another

major	5	Chemical Print	Psi -1 major	Chemical Print (Psi -1 major, 32 PSPs): One group become(s) SEL=5 Lose Track Of(can't be countered)
major	5	Energy Window	Psi -1 major	Energy Window (Psi -1 major, 26 PSPs): One ally restore(s) ML drain
major	5	Phobia Bicycle	Psi -1 major	Phobia Bicycle (Psi -1 major, 39 PSPs): One group take(s) CLd6 Orange dmg(tenth resist)
major	5	Taste Car	Psi -1 major	Taste Car (Psi -1 major, 15 PSPs): 1bM: One target create(s) an illusionary item of gp=(CL+1)*1000, round up that can be disbelieved with a successful Cml check DC=(LVL+1)*10, round up(half resist)
major	5	Animate Porcupine	Psi -1 major	Animate Porcupine (Psi -1 major, 36 PSPs): You summon(s) a DL=CL Outer-LE Monster
major	5	Chameleon Child	Psi 10 major	Chameleon Child (Psi 10 major, 36 PSPs): One ally breath(s) an EE=4 eelement (dmg=1/3 max hp)
major	5	Energy Pollution	Psi 10 major	Energy Pollution (Psi 10 major, 44 PSPs): One group create(s) an illusionary item of gp=(HNCL+1)*1000, round up that can be disbelieved with a successful Con check DC=(HNCL)*10, round up(can't be countered)
major	5	See Wine Stranger	Psi 10 major	See Wine Stranger (Psi 10 major, 16 PSPs): One group get(s) +HNCL*10% NR
major	5	True Tax	Psi 10 major	True Tax (Psi 10 major, 40 PSPs): One ally summon(s) a DL=LVL Demi-Planes Monster
major	5	Synaptic Chef	Psi 10 major	Synaptic Chef (Psi 10 major, 19 PSPs): One target create(s) an illusionary [x1] DL=(CL+2)/2 Special that can be disbelieved with a successful Wis check DC=(LVL)*10, round up
major	5	Identity Loaf(Rolemaster)	Psi 10 major	Identity Loaf(Rolemaster) (Psi 10 major, 47 PSPs): One ally create(s) a DL=CL trap
major	5	Intellect Dahlia(AD&D)	Psi 10 major	Intellect Dahlia(AD&D) (Psi 10 major, 30 PSPs): One target create(s) an illusionary [x2] DL=CL/2 Special that can be disbelieved with a successful Int check DC=(HD+2)*10, round up
major	5	Flesh Oil	Psi 10 major	Flesh Oil (Psi 10 major, 25 PSPs): One group create(s) a [x1] DL=CL/2 Special
major	5	Nerve Child(Shadowrun)	Psi 10 major	Nerve Child(Shadowrun) (Psi 10 major, 10 PSPs): One group restore(s) LVL drain(half resist)(Power Score: can do for 1Z)
major	5	Summon Evening	Psi 100 major	Summon Evening (Psi 100 major, 8 PSPs): One target create(s) a 2*CL dmg Sphere of Thulium 69(half resist)
major	5	Spatial Tenor(Shadowrun)	Psi 100 major	Spatial Tenor(Shadowrun) (Psi 100 major, 34 PSPs): You get(s) +HD*10% RR
major	5	Bone Toad	Psi 100 major	Bone Toad (Psi 100 major, 35 PSPs): One target create(s) an illusionary DL=HNCL+2 trap that can be disbelieved with a successful Dex check DC=((CL-2)*2)*10, round up
major	5	Inertial Deposit	Psi 100 major	Inertial Deposit (Psi 100 major, 6 PSPs): One ally remove(s) all lost HD(s)
major	5	Safe Increase(Starwars)	Psi 100 major	Safe Increase(Starwars) (Psi 100 major, 47 PSPs): One group gain(s) SEL=5 Mega Barbarian Chr(half resist)
major	5	Combat Rain	Psi 100 major	Combat Rain (Psi 100 major, 21 PSPs): One group has/have double resist(s) Tin 50 element(Ref save)
major	5	Body Expansion	Psi 100 major	Body Expansion (Psi 100 major, 4 PSPs): One group sustain(s) CL(can't be countered)(Power Score: can do for 1Z)
major	5	Suppress Alabaster Pediatrician	Psi 11 major	Suppress Alabaster Pediatrician (Psi 11 major, 31 PSPs): You summon(s) a DL=HD-1 Underdark Monster
major	5	Static Great-Grandmother	Psi 11 major	Static Great-Grandmother (Psi 11 major, 23 PSPs): One target create(s) a 1d12 Quarterstaff with LVL+2, round up, among weapon pluses/weapon flags(half resist)
major	5	Body Park	Psi 11 major	Body Park (Psi 11 major, 25 PSPs): One ally summon(s) a DL=HD Star-Wars-Loop Monster
major	5	Mind Epoch(Mutants&Masterminds)	Psi 11 major	Mind Epoch(Mutants&Masterminds) (Psi 11 major, 10 PSPs): One target get(s) charm(d) unless a Wis check (DC=(CL+1)*10, round up) is made.(tenth resist)
major	5	Astral Learning	Psi 11 major	Astral Learning (Psi 11 major, 22 PSPs): You combine(s) three group(s) into another
major	5	True Harp	Psi 11 major	True Harp (Psi 11 major, 17 PSPs): One group remove(s) all lost ML(s)
major	5	Molecular Engineer	Psi 11 major	Molecular Engineer (Psi 11 major, 20 PSPs): One group get(s) charm(d) unless a Str check (DC=(HNCL-2)*10, round up) is made.
major	5	Mental Pencil	Psi 12 major	Mental Pencil (Psi 12 major, 7 PSPs): One group summon(s) a DL=HNCL Space Monster(can't be countered)(Power Score: PSP cost -5%)
major	5	Combat Chest(Synnibarr)	Psi 12 major	Combat Chest(Synnibarr) (Psi 12 major, 20 PSPs): One target create(s) an illusionary item of gp=(HNCL+1)*1000, round up that can be disbelieved with a successful Con check DC=(HNCL)*10, round up(tenth resist)
major	5	Animate Divorced	Psi 12 major	Animate Divorced (Psi 12 major, 30 PSPs): One ally fly(s)
major	5	Intellect Parsnip(Synnibarr)	Psi 12 major	Intellect Parsnip(Synnibarr) (Psi 12 major, 44 PSPs): One group become(s) SEL=5 Disintegrated
major	5	Ultrablast Aluminum	Psi 12 major	Ultrablast Aluminum (Psi 12 major, 47 PSPs): One ally get(s) +HD AC(Power Score: double effect)
major	5	Mass Dresser	Psi 12 major	Mass Dresser (Psi 12 major, 43 PSPs): One ally has/have single resist(s) Calcium 20 element
major	5	Death Cement(D&D5)	Psi 12 major	Death Cement(D&D5) (Psi 12 major, 6 PSPs): One target create(s) an illusionary DL=(ML-2)*2 Outer-CN Monster(uncontrolled¬ understandable) that can be disbelieved with a successful Cml check DC=(HNCL)*10, round up(tenth resist)(Power Score: can do for 1bM)
major	5	Impossible Robert	Psi 12 major	Impossible Robert (Psi 12 major, 5 PSPs): One target has/have double resist Star-Wars-Loop monsters
major	5	Flesh Jewel	Psi 12 major	Flesh Jewel (Psi 12 major, 17 PSPs): One group take(s) 1d8+CL Jello dmg(tenth resist)
major	5	False Male	Psi 12 major	False Male (Psi 12 major, 21 PSPs): One ally gain(s) SEL=4 Polymorphed
major	5	Time/Space Clutch(Starwars)	Psi -12 major	Time/Space Clutch(Starwars) (Psi -12 major, 44 PSPs): One ally give(s) subordinates +HNCL Saves
major	5	Know Piccolo(Mutants&Masterminds)	Psi -12 major	Know Piccolo(Mutants&Masterminds) (Psi -12 major, 21 PSPs): One target evade(s) +HNCL*10% IR
major	5	Static Picture	Psi -12 major	Static Picture (Psi -12 major, 36 PSPs): One group combine(s) three group(s) into another(PPD save)
major	5	Death Encyclopedia	Psi -12 major	Death Encyclopedia (Psi -12 major, 41 PSPs): You phase(s) out
major	5	Spirit Saffron Repair	Psi -12 major	Spirit Saffron Repair (Psi -12 major, 4 PSPs): You cure(s) CLd20 Cml
major	5	Superior Handle	Psi -12 major	Superior Handle (Psi -12 major, 14 PSPs): One ally gain(s) SEL=5 Mega Barbarian Dex
major	5	Sensitivity Outtrigger	Psi -12 major	Sensitivity Outtrigger (Psi -12 major, 49 PSPs): One target phase(s) out(tenth resist)
major	5	Ectoplasmic Cobweb	Psi -12 major	Ectoplasmic Cobweb (Psi -12 major, 30 PSPs): One target gain(s) SEL=4 Super Barbarian Chr

major	5	Hear Volcano	Psi -12 major	Hear Volcano (Psi -12 major, 11 PSPs): You cure(s) CLd6 Chr(Power Score: can do for 1bM)
major	5	Mind Freighter	Psi 13 major	Mind Freighter (Psi 13 major, 12 PSPs): One target become(s) SEL=5 Capital L Laced(half resist)
major	5	Opposite Orchid Wax	Psi 13 major	Opposite Orchid Wax (Psi 13 major, 30 PSPs): One ally combine(s) three group(s) into another
major	5	Suspend Diving	Psi 14 major	Suspend Diving (Psi 14 major, 31 PSPs): One group take(s) CLd8 Dense Pudding dmg(tenth resist)
major	5	Create Start	Psi 14 major	Create Start (Psi 14 major, 24 PSPs): One target restore(s) Cml drain(half resist)
major	5	Martial Observation	Psi 14 major	Martial Observation (Psi 14 major, 41 PSPs): One group sustain(s) CL(Ref save)
major	5	Forced Machine(Starwars)	Psi 14 major	Forced Machine(Starwars) (Psi 14 major, 10 PSPs): One group create(s) a 2*LVL dmg Wall of Spawn of Ubbo-Sathla [Angband](tenth resist)(Power Score: PSP cost -60%)
major	5	Cause Ant	Psi 14 major	Cause Ant (Psi 14 major, 38 PSPs): One target get(s) charm(d) unless a Int check (DC=(ML-1)*10, round up) is made.(tenth resist)
major	5	Opposite Glue	Psi 14 major	Opposite Glue (Psi 14 major, 35 PSPs): One ally has/have single resist(s) Technetium 43 element(Power Score: can do for 1bM)
major	5	Astral Drink	Psi 14 major	Astral Drink (Psi 14 major, 44 PSPs): One target gain(s) SEL=3 Extra Barbarian Con(tenth resist)
major	5	Bone Rainstorm	Psi 15 major	Bone Rainstorm (Psi 15 major, 13 PSPs): You create(s) a 3*ML dmg Sphere of Storm (Ooze+Positive)(Power Score: double effect)
major	5	Intellect Collar	Psi 15 major	Intellect Collar (Psi 15 major, 35 PSPs): One target get(s) physically dominate(d) unless a Int check (DC=(LVL+1)*10, round up) is made.(can't be countered)
major	5	Inflict Iran	Psi -15 major	Inflict Iran (Psi -15 major, 18 PSPs): One target get(s) physically dominate(d) unless a Str check (DC=(LVL+1)*10, round up) is made.
major	5	Mysterious Pilot	Psi -15 major	Mysterious Pilot (Psi -15 major, 37 PSPs): One target planeshift(s)(Will save)
major	5	Kinetic Cub	Psi -15 major	Kinetic Cub (Psi -15 major, 44 PSPs): One group get(s) charm(d) unless a Cml check (DC=(LVL+2)*10, round up) is made.(can't be countered)
major	5	Enhanced Blanket	Psi -15 major	Enhanced Blanket (Psi -15 major, 25 PSPs): One group has/have protection from Cesium 55 element
major	5	Send Outrigger	Psi -15 major	Send Outrigger (Psi -15 major, 8 PSPs): One target summon(s) a DL=HD-1 Ooze Monster
major	5	Stasis Sociology	Psi -15 major	Stasis Sociology (Psi -15 major, 43 PSPs): One target summon(s) a DL=LVL+1 Intelligent-Trap/Trick/Special Monster(RSW save)
major	5	Absorb Formal Battery	Psi -15 major	Absorb Formal Battery (Psi -15 major, 40 PSPs): One group take(s) LVLd8 Illidium PU-36 dmg(Will save)
major	5	Conceal Brow	Psi -15 major	Conceal Brow (Psi -15 major, 8 PSPs): One group get(s) physically dominate(d) unless a Str check (DC=(LVL+1)*10, round up) is made.(Will save)
major	5	Nerve Millimeter(Shadowrun)	Psi -15 major	Nerve Millimeter(Shadowrun) (Psi -15 major, 46 PSPs): One ally summon(s) a DL=HD-1 Buffyverse Monster
major	5	Superior Fibre	Psi -15 major	Superior Fibre (Psi -15 major, 9 PSPs): You detect(s) tricks, traps, specials, treasure, magic items, and monsters
major	5	Suspend Ex-Wife	Psi -15 major	Suspend Ex-Wife (Psi -15 major, 15 PSPs): One ally summon(s) a DL=HNCL+1 Sea-of-Dust/Colorless Monster
major	5	False Express Cloud	Psi -15 major	False Express Cloud (Psi -15 major, 42 PSPs): One group summon(s) a DL=CL Lycanthrope Monster(tenth resist)
major	5	Probability Colony	Psi -15 major	Probability Colony (Psi -15 major, 50 PSPs): One group create(s) an illusionary item of gp=(HNCL+1)*1000, round up that can be disbelieved with a successful Con check DC=(HNCL)*10, round up(half resist)(Power Score: PSP cost -65%)
major	5	Double Politician	Psi -15 major	Double Politician (Psi -15 major, 24 PSPs): One target summon(s) a DL=CL-2 Elemental Monster(Ref save)
major	5	Kinetic Parent	Psi 16 major	Kinetic Parent (Psi 16 major, 40 PSPs): You summon(s) a DL=LVL+2 Mirror-Universe Monster
major	5	Thought Giraffe	Psi 16 major	Thought Giraffe (Psi 16 major, 21 PSPs): One target take(s) 1d10+LVL Ash / Cinder (Fire+Negative) dmg
major	5	Split String	Psi 16 major	Split String (Psi 16 major, 16 PSPs): One group create(s) an illusionary DL=CL-1 trap that can be disbelieved with a successful Dex check DC=((HD-2)*2)*10, round up(can't be countered)
major	5	Teleport Airship(Mutants&Masterminds)	Psi 16 major	Teleport Airship(Mutants&Masterminds) (Psi 16 major, 15 PSPs): One group become(s) SEL=5 Burned Out
major	5	Alter Insulation	Psi 16 major	Alter Insulation (Psi 16 major, 47 PSPs): You evade(s) +HNCL*10% WR
major	5	Fighting Line	Psi 16 major	Fighting Line (Psi 16 major, 6 PSPs): One group gain(s) SEL=5 Mega Barbarian Chr(half resist)
major	5	Know Dugout	Psi 16 major	Know Dugout (Psi 16 major, 50 PSPs): One target combine(s) three group(s) into another(can't be countered)
major	5	Telekinetic Shop	Psi 17 major	Telekinetic Shop (Psi 17 major, 24 PSPs): One ally summon(s) a DL=ML+2 Demi-Planes Monster
major	5	Cell Jet(AD&D)	Psi 17 major	Cell Jet(AD&D) (Psi 17 major, 42 PSPs): One group become(s) SEL=5 Capital L Laced(BW save)
major	5	Adrenalin Moustache	Psi 17 major	Adrenalin Moustache (Psi 17 major, 48 PSPs): One ally remove(s) all lost ML(s)
major	5	Animate Partner	Psi 17 major	Animate Partner (Psi 17 major, 47 PSPs): One target create(s) an illusionary DL=(ML-2)*2 Outer-CN Monster(uncontrolled¬ understandable) that can be disbelieved with a successful Cml check DC=(HNCL)*10, round up
major	5	Forced Physical Person	Psi 17 major	Forced Physical Person (Psi 17 major, 26 PSPs): One ally cure(s) CLd6 Chr
major	5	Send Men	Psi 17 major	Send Men (Psi 17 major, 24 PSPs): One group evade(s) +HD*10% IR
major	5	Kinetic Perch	Psi -17 major	Kinetic Perch (Psi -17 major, 33 PSPs): You planeshift(s)
major	5	Empower Front	Psi -17 major	Empower Front (Psi -17 major, 50 PSPs): One ally create(s) a 2d10 Scimitar with LVL+1, round up, among weapon plusses/weapon flags
major	5	Intellect Shot Roadway	Psi -17 major	Intellect Shot Roadway (Psi -17 major, 37 PSPs): One group create(s) a 2d8 Dwarven waraxe with HNCL+1, round up, among weapon plusses/weapon flags(Fort save)
major	5	Sens. Armadillo	Psi -17 major	Sens. Armadillo (Psi -17 major, 25 PSPs): You gain(s) SEL=5 Class VI/Esper-Blind/Damped Restraint

major	5	Ghost Point	Psi -17 major	Ghost Point (Psi -17 major, 44 PSPs): One target teleport(s)(can't be countered)
major	5	Control Boundary	Psi -17 major	Control Boundary (Psi -17 major, 23 PSPs): One target take(s) 1d6+LVL Technetium 43 dmg(Will save)
major	5	Incarnation Jeep	Psi 18 major	Incarnation Jeep (Psi 18 major, 7 PSPs): One group dimension door(s) CL*6ft(can't be countered)
major	5	True Twine	Psi 18 major	True Twine (Psi 18 major, 23 PSPs): One target get(s) charm(d) unless a Wis check (DC=(CL+1)*10, round up) is made.(PP save)
major	5	Safe Barometer	Psi 18 major	Safe Barometer (Psi 18 major, 29 PSPs): One target summon(s) a DL=CL Buffyverse Monster
major	5	Animate Cork	Psi 18 major	Animate Cork (Psi 18 major, 29 PSPs): One group become(s) SEL=4 Feebleminded
major	5	Mind Baritone	Psi 18 major	Mind Baritone (Psi 18 major, 28 PSPs): 1bM: One group restore(s) Str drain(can't be countered)
major	5	Plant Fiber	Psi 18 major	Plant Fiber (Psi 18 major, 10 PSPs): One group get(s) physically dominate(d) unless a Int check (DC=(LVL+1)*10, round up) is made.
major	5	Suppress Stamp	Psi 19 major	Suppress Stamp (Psi 19 major, 46 PSPs): One ally create(s) a 2*ML dmg Wall of Stone Pudding
major	5	Tower Spruce	Psi 19 major	Tower Spruce (Psi 19 major, 15 PSPs): One group learn(s) a proficiency being used this segment(tenth resist)
major	5	Adrenalin Aquamarine Warm	Psi 19 major	Adrenalin Aquamarine Warm (Psi 19 major, 38 PSPs): One ally remove(s) all lost ML(s)
major	5	Death Processing	Psi 19 major	Death Processing (Psi 19 major, 8 PSPs): One group get(s) physically dominate(d) unless a Int check (DC=(LVL+1)*10, round up) is made.
major	5	Inflict Aunt	Psi 19 major	Inflict Aunt (Psi 19 major, 28 PSPs): 1bM: One group summon(s) a DL=HD-1 Ooze Monster
major	5	Object Firewall	Psi 19 major	Object Firewall (Psi 19 major, 5 PSPs): One group is/are immune to Worm That Walks eelement(half resist)
major	5	Spirit Prepared	Psi 19 major	Spirit Prepared (Psi 19 major, 29 PSPs): One group get(s) charm(d) unless a Dex check (DC=(HNCL)*10, round up) is made.(PPD save)
major	5	Ectoplasmic Due Grouse(D&D3)	Psi 19 major	Ectoplasmic Due Grouse(D&D3) (Psi 19 major, 30 PSPs): One group summon(s) a DL=HNCL+1 Illusionary Monster
major	5	Subjective Fragrance	Psi 19 major	Subjective Fragrance (Psi 19 major, 38 PSPs): One ally create(s) a DL=CL trap
major	5	Astral Bright Tax	Psi 2 major	Astral Bright Tax (Psi 2 major, 49 PSPs): One target combine(s) three group(s) into another(tenth resist)
major	5	Ethereal Afternoon	Psi 2 major	Ethereal Afternoon (Psi 2 major, 30 PSPs): One ally create(s) a [x2] DL=(ML+2)/2 Special
major	5	Mysterious Plywood(Shadowrun)	Psi 2 major	Mysterious Plywood(Shadowrun) (Psi 2 major, 43 PSPs): One target learn(s) a proficiency being used this segment
major	5	Absorb Celeste	Psi 2 major	Absorb Celeste (Psi 2 major, 5 PSPs): One group create(s) an illusionary DL=HNCL trap that can be disbelieved with a successful Cml check DC=(CL-1)*10, round up(PPD save)
major	5	Tower Dead	Psi 2 major	Tower Dead (Psi 2 major, 6 PSPs): One target get(s) physically dominate(d) unless a Int check (DC=(LVL+1)*10, round up) is made.(can't be countered)
major	5	Mental Possibility	Psi 2 major	Mental Possibility (Psi 2 major, 21 PSPs): One target gain(s) SEL=5 Mega Barbarian Chr
major	5	Psionic Debtor	Psi 2 major	Psionic Debtor (Psi 2 major, 45 PSPs): One ally summon(s) a DL=HNCL+1 Illusionary Monster
major	5	Life Captain	Psi -2 major	Life Captain (Psi -2 major, 38 PSPs): One ally learn(s) a proficiency being used this segment
major	5	Absorb Crush	Psi -2 major	Absorb Crush (Psi -2 major, 36 PSPs): One group remove(s) all lost LVL(s)(half resist)
major	5	Return Fork	Psi -2 major	Return Fork (Psi -2 major, 49 PSPs): One target has/have single resist(s) Technetium 43 element(tenth resist)
major	5	Time/Space Cricket	Psi -2 major	Time/Space Cricket (Psi -2 major, 46 PSPs): You give(s) subordinates ++HNCL-4 hp
major	5	Summon Dream(AD&D)	Psi -2 major	Summon Dream(AD&D) (Psi -2 major, 27 PSPs): One group cure(s) CLd6 Str(half resist)
major	5	Complete Supermarket	Psi -2 major	Complete Supermarket (Psi -2 major, 19 PSPs): One group summon(s) a DL=HD-1 Lost-Planes/Anguinum-Synod Monster(can't be countered)
major	5	Aura Helmet	Psi -2 major	Aura Helmet (Psi -2 major, 26 PSPs): One target gain(s) SEL=4 Polymorphed(can't be countered)
major	5	Absorb Storm	Psi -2 major	Absorb Storm (Psi -2 major, 40 PSPs): One ally restore(s) Cml drain
major	5	Dream Mosque	Psi -2 major	Dream Mosque (Psi -2 major, 27 PSPs): One ally teleport(s)
major	5	Intellect Harmony	Psi -2 major	Intellect Harmony (Psi -2 major, 35 PSPs): One group cure(s) 1d8+LVL CL dmg
major	5	Fighting Geology	Psi --2 major	Fighting Geology (Psi --2 major, 14 PSPs): One group fly(s)(half resist)
major	5	Probability Hockey	Psi --2 major	Probability Hockey (Psi --2 major, 29 PSPs): One ally create(s) a DL=HD Familiar Monster(uncontrolled¬ understandable)
major	5	Mass Sundial(Champions)	Psi --2 major	Mass Sundial(Champions) (Psi --2 major, 40 PSPs): One group create(s) an illusionary [x2] DL=CL/3 Special that can be disbelieved with a successful Cml check DC=(ML-2)*10, round up(tenth resist)
major	5	Telempathic Jar(D&D)	Psi --2 major	Telempathic Jar(D&D) (Psi --2 major, 21 PSPs): You get(s) ++HD-4 dmg
major	5	Taste Accelerator(D&D3)	Psi --2 major	Taste Accelerator(D&D3) (Psi --2 major, 35 PSPs): One ally combine(s) three group(s) into another
major	5	Id Ear	Psi --2 major	Id Ear (Psi --2 major, 44 PSPs): One target create(s) an illusionary DL=HNCL trap that can be disbelieved with a successful Cml check DC=(CL-1)*10, round up(BW save)
major	5	Alter Anatomy	Psi --2 major	Alter Anatomy (Psi --2 major, 33 PSPs): One ally summon(s) a DL=LVL+1 Henchmen Monster(Power Score: can do for 1Z)
major	5	Sight Baker	Psi --2 major	Sight Baker (Psi --2 major, 25 PSPs): One group create(s) an illusionary DL=HNCL trap that can be disbelieved with a successful Cml check DC=(CL-1)*10, round up
major	5	Sound Wing	Psi --2 major	Sound Wing (Psi --2 major, 31 PSPs): One target fly(s)
major	5	Telekinetic Scallion	Psi --2 major	Telekinetic Scallion (Psi --2 major, 11 PSPs): One group get(s) physically dominate(d) unless a Str check (DC=(LVL+1)*10, round up) is made.(can't be countered)(Power Score: PSP cost -75%)
major	5	Taste Basement	Psi 20 major	Taste Basement (Psi 20 major, 37 PSPs): One ally remove(s) all lost ML(s)
major	5	Mental Garden	Psi 20 major	Mental Garden (Psi 20 major, 19 PSPs): One ally give(s) subordinates ++HNCL-4 hp
major	5	Pheromone Hill	Psi 20 major	Pheromone Hill (Psi 20 major, 14 PSPs): One target create(s) an illusionary [x2] DL=CL/3 Special that can be disbelieved with a successful Cml check DC=(ML-2)*10, round up

major	5	Opposite War	Psi 21 major	Opposite War (Psi 21 major, 41 PSPs): One group summon(s) a DL=HNCL Space Monster
major	5	Death Garden	Psi 21 major	Death Garden (Psi 21 major, 41 PSPs): One group combine(s) three group(s) into another
major	5	Split Scallion	Psi 21 major	Split Scallion (Psi 21 major, 11 PSPs): You remove(s) all lost HNCL(s)
major	5	Death Distribution	Psi 21 major	Death Distribution (Psi 21 major, 13 PSPs): One target has/have protection from Cesium 55 element(PPD save)
major	5	Spatial Tortoise	Psi 21 major	Spatial Tortoise (Psi 21 major, 50 PSPs): One ally grant(s) resistance to all SEL=1 Enraged spells and effects
major	5	Teleport Broker(Champions)	Psi 21 major	Teleport Broker(Champions) (Psi 21 major, 12 PSPs): One ally create(s) a DL=HD Plains Monster(uncontrolled¬ understandable)(Power Score: PSP cost -10%)
major	5	Flesh Cowbell	Psi 21 major	Flesh Cowbell (Psi 21 major, 28 PSPs): You remove(s) all lost ML(s)
major	5	Absorb Wave	Psi 21 major	Absorb Wave (Psi 21 major, 11 PSPs): One group create(s) an illusionary DL=HNCL trap that can be disbelieved with a successful Cml check DC=(CL-1)*10, round up
major	5	Teleport Grease	Psi 22 major	Teleport Grease (Psi 22 major, 16 PSPs): One ally learn(s) a rogue ability being used this segment
major	5	Sound Jeep	Psi 22 major	Sound Jeep (Psi 22 major, 30 PSPs): One target combine(s) three group(s) into another(half resist)
major	5	Thought Crop	Psi 22 major	Thought Crop (Psi 22 major, 19 PSPs): You planeshift(s)
major	5	Id Date	Psi 22 major	Id Date (Psi 22 major, 36 PSPs): One target summon(s) a DL=HNCL+1 Sea-of-Dust/Colorless Monster
major	5	See Beast(D&D3)	Psi 22 major	See Beast(D&D3) (Psi 22 major, 35 PSPs): One target become(s) SEL=5 Immune (can't drop) Hastes(can't be countered)
major	5	Lend Maraca	Psi 22 major	Lend Maraca (Psi 22 major, 25 PSPs): One ally combine(s) three group(s) into another
major	5	Life Train	Psi 22 major	Life Train (Psi 22 major, 13 PSPs): One target get(s) mentally dominate(d) unless a Con check (DC=((CL+2)/2)*10, round up) is made.(Spell save)
major	5	Radial Bluish Pansy	Psi 23 major	Radial Bluish Pansy (Psi 23 major, 49 PSPs): One group take(s) LVLd20 Chr dmg
major	5	Shadow Pinkish Approval	Psi 23 major	Shadow Pinkish Approval (Psi 23 major, 33 PSPs): You is/are immune to Verdant (Wood+Positive) element
major	5	Probability Cartoon	Psi 23 major	Probability Cartoon (Psi 23 major, 41 PSPs): One ally take(s) -60% dmg vs. Heat / Warmth (Air+Fire) or Hassium 108 dmg
major	5	Combat Station	Psi 23 major	Combat Station (Psi 23 major, 11 PSPs): One ally gain(s) SEL=4 Super Barbarian Chr
major	5	Telempathic Pickle	Psi 23 major	Telempathic Pickle (Psi 23 major, 34 PSPs): One target get(s) mentally dominate(d) unless a Con check (DC=((CL+2)/2)*10, round up) is made.(half resist)
major	5	Return Milk	Psi 27 major	Return Milk (Psi 27 major, 41 PSPs): You combine(s) two group(s) into another(Power Score: PSP cost -10%)
major	5	Heightened Macrame	Psi 27 major	Heightened Macrame (Psi 27 major, 42 PSPs): One target get(s) physically dominate(d) unless a Str check (DC=(LVL+1)*10, round up) is made.
major	5	Graft Sing(DC)	Psi 27 major	Graft Sing(DC) (Psi 27 major, 23 PSPs): One group create(s) an illusionary item of gp=(HD)*1000, round up that can be disbelieved with a successful Dex check DC=(ML-1)*10, round up(can't be countered)
major	5	Nerve Larch	Psi 27 major	Nerve Larch (Psi 27 major, 23 PSPs): One group take(s) CLd8 Cream dmg(can't be countered)(Power Score: PSP cost -60%)
major	5	Intellect Doubt	Psi 27 major	Intellect Doubt (Psi 27 major, 6 PSPs): You create(s) an item of gp=(HD-1)*1000, round up
major	5	Sight Era	Psi 27 major	Sight Era (Psi 27 major, 14 PSPs): One target combine(s) three group(s) into another
major	5	Phobia Theater	Psi 27 major	Phobia Theater (Psi 27 major, 25 PSPs): You combine(s) three group(s) into another
major	5	Feel Tile	Psi 27 major	Feel Tile (Psi 27 major, 24 PSPs): One ally combine(s) three group(s) into another
major	5	Poison Believe(Starwars)	Psi 27 major	Poison Believe(Starwars) (Psi 27 major, 25 PSPs): One ally evade(s) +HD*10% RR
major	5	Phobia Precipitation	Psi 29 major	Phobia Precipitation (Psi 29 major, 10 PSPs): One target give(s) subordinates +HNCL Saves(PP save)
major	5	False Single Spot	Psi 29 major	False Single Spot (Psi 29 major, 45 PSPs): You create(s) a 3*LVL dmg Sphere of Disenchanter Mold [Angband]
major	5	Sight Editorial	Psi 29 major	Sight Editorial (Psi 29 major, 24 PSPs): One target get(s) mentally dominate(d) unless a Con check (DC=((HD-2)*2)*10, round up) is made.(can't be countered)
major	5	Identity Wire	Psi 29 major	Identity Wire (Psi 29 major, 45 PSPs): One ally restore(s) CL drain
major	5	Momentum Fowl	Psi 29 major	Momentum Fowl (Psi 29 major, 24 PSPs): You gain(s) SEL=5 Mega Barbarian Chr
major	5	Invincible Roof(Pathfinder)	Psi 29 major	Invincible Roof(Pathfinder) (Psi 29 major, 23 PSPs): One target learn(s) a spell being used this segment(tenth resist)
major	5	Safe Craftsman	Psi 3 major	Safe Craftsman (Psi 3 major, 29 PSPs): One target restore(s) ML drain(half resist)
major	5	Body Pollution	Psi 3 major	Body Pollution (Psi 3 major, 15 PSPs): One group create(s) an illusionary DL=(ML-2)*2 Outer-CN Monster(uncontrolled¬ understandable) that can be disbelieved with a successful Cml check DC=(HNCL)*10, round up(Power Score: can do for 1Z)
major	5	Split Regret(Shadowrun)	Psi 3 major	Split Regret(Shadowrun) (Psi 3 major, 46 PSPs): You summon(s) a DL=HD Cloud Monster
major	5	Phobia Snow	Psi 3 major	Phobia Snow (Psi 3 major, 37 PSPs): One ally restore(s) Con drain
major	5	Chemical Public House	Psi 3 major	Chemical Public House (Psi 3 major, 42 PSPs): One ally teleport(s)
major	5	Alter Addition	Psi 3 major	Alter Addition (Psi 3 major, 30 PSPs): One group get(s) physically dominate(d) unless a Int check (DC=(LVL+1)*10, round up) is made.
major	5	Sensitivity Few Cousin	Psi -3 major	Sensitivity Few Cousin (Psi -3 major, 18 PSPs): One group summon(s) a DL=CL Lycanthrope Monster(Power Score: triple effect)
major	5	Project Mouse	Psi -3 major	Project Mouse (Psi -3 major, 4 PSPs): One group restore(s) ML drain
major	5	Alter Chick	Psi -3 major	Alter Chick (Psi -3 major, 16 PSPs): One group teleport(s)(tenth resist)
major	5	Poison Reaction(Rolemaster)	Psi 3.5 major	Poison Reaction(Rolemaster) (Psi 3.5 major, 16 PSPs): One ally get(s) ++HNCL-3 TH

major	5	Ectoplasmic Correct Airship	Psi 3.5 major	Ectoplasmic Correct Airship (Psi 3.5 major, 44 PSPs): One target get(s) mentally dominate(d) unless a Con check (DC=((CL+2)/2)*10, round up) is made.(half resist)
major	5	Sound Rate	Psi 3.5 major	Sound Rate (Psi 3.5 major, 20 PSPs): One ally has/have an AT +22 source, +4 saves vs. spell
major	5	Spider Hawk	Psi 3.5 major	Spider Hawk (Psi 3.5 major, 47 PSPs): One group remove(s) all lost LVL(s)(tenth resist)
major	5	Telekinetic Bite	Psi 3.5 major	Telekinetic Bite (Psi 3.5 major, 49 PSPs): One group create(s) an illusionary DL=(LVL-2)*2 trap that can be disbelieved with a successful Cml check DC=(HD/3)*10, round up
major	5	Subjective Pickle	Psi 3.5 major	Subjective Pickle (Psi 3.5 major, 33 PSPs): One group take(s) CLd10 Bludgening dmg(tenth resist)(Power Score: triple effect)
major	5	True Mallet	Psi 3.5 major	True Mallet (Psi 3.5 major, 42 PSPs): One target dimension door(s) CL*6ft(half resist)(Power Score: can do for 1Z)
major	5	Heightened Scared Pain	Psi 3.5 major	Heightened Scared Pain (Psi 3.5 major, 13 PSPs): One target get(s) mentally dominate(d) unless a Con check (DC=((CL+2)/2)*10, round up) is made.
major	5	Taste Vein	Psi 3.5 major	Taste Vein (Psi 3.5 major, 42 PSPs): One target get(s) +LVL-3 C actions(tenth resist)
major	5	Id Error	Psi 3.5 major	Id Error (Psi 3.5 major, 17 PSPs): One target get(s) charm(d) unless a Cml check (DC=(LVL+2)*10, round up) is made.
major	5	Weather Banjo	Psi 30 major	Weather Banjo (Psi 30 major, 6 PSPs): One group create(s) an illusionary DL=(ML-2)*2 Outer-CN Monster(uncontrolled¬ understandable) that can be disbelieved with a successful Cml check DC=(HNCL)*10, round up(tenth resist)
major	5	Teleport Textbook	Psi 30 major	Teleport Textbook (Psi 30 major, 29 PSPs): One group get(s) charm(d) unless a Wis check (DC=(CL+1)*10, round up) is made.(tenth resist)
major	5	Tower Honest Competitor	Psi 30 major	Tower Honest Competitor (Psi 30 major, 13 PSPs): You restore(s) CL drain
major	5	Sound Orange	Psi 30 major	Sound Orange (Psi 30 major, 9 PSPs): One ally detect(s) tricks, traps, specials, treasure, magic items, and monsters
major	5	Cause Columnist	Psi 30 major	Cause Columnist (Psi 30 major, 41 PSPs): One target create(s) an illusionary DL=(ML-2)*2 Outer-CN Monster(uncontrolled¬ understandable) that can be disbelieved with a successful Cml check DC=(HNCL)*10, round up(can't be countered)
major	5	Chameleon Orchestra	Psi 30 major	Chameleon Orchestra (Psi 30 major, 46 PSPs): One target get(s) ++CL-4 dmg
major	5	Complete Shock	Psi 30 major	Complete Shock (Psi 30 major, 5 PSPs): One ally restore(s) Str drain
major	5	Nerve Sideboard	Psi 30 major	Nerve Sideboard (Psi 30 major, 38 PSPs): One target fly(s)(Ref save)
major	5	Mass Trigonometry	Psi 36 major	Mass Trigonometry (Psi 36 major, 36 PSPs): One group get(s) physically dominate(d) unless a Str check (DC=(LVL+1)*10, round up) is made.(can't be countered)
major	5	Cell Icon	Psi 36 major	Cell Icon (Psi 36 major, 19 PSPs): One group get(s) +HNCL-4 Str(half resist)
major	5	Spirit Quartz	Psi 36 major	Spirit Quartz (Psi 36 major, 42 PSPs): One group cure(s) CLd6 ML dmg(half resist)
major	5	Danger Wholesaler	Psi 36 major	Danger Wholesaler (Psi 36 major, 26 PSPs): One target summon(s) a DL=LVL+1 Goblin/Orc Monster(can't be countered)
major	5	Suspend Cream	Psi 36 major	Suspend Cream (Psi 36 major, 33 PSPs): One ally cure(s) SEL=3 Cursed Berserking
major	5	Momentum Power	Psi 36 major	Momentum Power (Psi 36 major, 35 PSPs): One group restore(s) LVL drain(can't be countered)
major	5	Watcher'S Protest(D&D)	Psi 36 major	Watcher'S Protest(D&D) (Psi 36 major, 24 PSPs): One group learn(s) a proficiency being used this segment(can't be countered)
major	5	Know Capable Beginner(Champions)	Psi 36 major	Know Capable Beginner(Champions) (Psi 36 major, 48 PSPs): One ally summon(s) a DL=HD-1 Buffyverse Monster
major	5	Energy Windchime(Rolemaster)	Psi 36 major	Energy Windchime(Rolemaster) (Psi 36 major, 27 PSPs): One group cure(s) CLd10 hp
major	5	Invincible Lunchroom	Psi 36 major	Invincible Lunchroom (Psi 36 major, 4 PSPs): One target gain(s) SEL=5 Mega Barbarian Dex(tenth resist)
major	5	Insect Cylinder	Psi 36 major	Insect Cylinder (Psi 36 major, 44 PSPs): You create(s) a 2*LVL dmg Sphere of Grape Jelly [Angband]
major	5	Martial Interviewer	Psi 36 major	Martial Interviewer (Psi 36 major, 25 PSPs): One group learn(s) a rogue ability being used this segment
major	5	Probability Engine	Psi 36 major	Probability Engine (Psi 36 major, 42 PSPs): One target get(s) +HNCL*10% NR(tenth resist)
major	5	Thought Buffet(Starwars)	Psi 45 major	Thought Buffet(Starwars) (Psi 45 major, 13 PSPs): One target combine(s) three group(s) into another(can't be countered)(Power Score: can do for 1Z)
major	5	Passive Fireplace	Psi 45 major	Passive Fireplace (Psi 45 major, 23 PSPs): One group take(s) 40 Creeping Constable dmg(tenth resist)
major	5	Momentum Living Tank	Psi 5 major	Momentum Living Tank (Psi 5 major, 32 PSPs): One target get(s) charm(d) unless a Int check (DC=(ML-1)*10, round up) is made.
major	5	Inflict Point	Psi 5 major	Inflict Point (Psi 5 major, 44 PSPs): One target take(s) 300 Creeping Martyr dmg(tenth resist)
major	5	Spider Earthquake	Psi 5 major	Spider Earthquake (Psi 5 major, 7 PSPs): You create(s) a 1d10 Dwarven urgrosh with LVL+1, round up, among weapon plusses/weapon flags
major	5	Animate Bulldozer	Psi 5 major	Animate Bulldozer (Psi 5 major, 41 PSPs): One group become(s) SEL=5 Immune (can't drop) Hastes(tenth resist)
major	5	Pheromone Box	Psi 5 major	Pheromone Box (Psi 5 major, 41 PSPs): One target get(s) physically dominate(d) unless a Int check (DC=(LVL+1)*10, round up) is made.(Power Score: PSP cost -75%)
major	5	Ultrablast Course	Psi 5 major	Ultrablast Course (Psi 5 major, 44 PSPs): One target create(s) an illusionary [x1] DL=LVL-1 Special that can be disbelieved with a successful Int check DC=((CL-2)*2)*10, round up
major	5	Sens. Dime	Psi -5 major	Sens. Dime (Psi -5 major, 46 PSPs): You gain(s) SEL=3 Extra Barbarian Con
major	5	Fighting War	Psi -5 major	Fighting War (Psi -5 major, 8 PSPs): One target has/have single resist(s) Death Mold element
major	5	Adrenalin Wooden Sea	Psi -5 major	Adrenalin Wooden Sea (Psi -5 major, 14 PSPs): One ally create(s) a 3*LVL dmg Sphere of Disenchanter Mold [Angband]
major	5	Spirit Curtain	Psi 54 major	Spirit Curtain (Psi 54 major, 28 PSPs): One group summon(s) a DL=CL Buffyverse Monster
major	5	Heightened Menu	Psi 54 major	Heightened Menu (Psi 54 major, 46 PSPs): One target has/have "The next time you take dmg from an effect of SL=2 this segment, it is redirected to one target instead(tenth resist)

major	5	Share Shell	Psi 54 major	Share Shell (Psi 54 major, 24 PSPs): One target remove(s) all lost ML(s)
major	5	Ballistic Skiing	Psi 54 major	Ballistic Skiing (Psi 54 major, 49 PSPs): You restore(s) Str drain(Power Score: can do for 1bM)
major	5	Spirit Beret	Psi 54 major	Spirit Beret (Psi 54 major, 14 PSPs): One target has/have protection from SEL=3 Wounded (as in the weapon effect) status(tenth resist)
major	5	Share Trip	Psi 54 major	Share Trip (Psi 54 major, 13 PSPs): One group create(s) a 2*ML dmg Wall of Stone Pudding(can't be countered)
major	5	Animal Judge	Psi 54 major	Animal Judge (Psi 54 major, 20 PSPs): You combine(s) three group(s) into another
major	5	Id Biplane	Psi 6 major	Id Biplane (Psi 6 major, 47 PSPs): One ally get(s) +HNCL-4 Str
major	5	Superior Quicksand	Psi 6 major	Superior Quicksand (Psi 6 major, 16 PSPs): You cure(s) CLd6 Str
major	5	Insect Major Catsup	Psi 6 major	Insect Major Catsup (Psi 6 major, 28 PSPs): You gain(s) SEL=3 No Target
major	5	Reptile Cobweb	Psi 6 major	Reptile Cobweb (Psi 6 major, 17 PSPs): One ally create(s) an item of gp=(LVL)*1000, round up
major	5	Telekinetic Cause	Psi 6 major	Telekinetic Cause (Psi 6 major, 9 PSPs): One target create(s) an illusionary [x1] DL=LVL-1 Special that can be disbelieved with a successful Int check DC=((CL-2)*2)*10, round up
major	5	Object Major Alarm	Psi 6 major	Object Major Alarm (Psi 6 major, 20 PSPs): One target gain(s) SEL=5 Class VI/Esper-Blind/Damped Restraint
major	5	Molecular Beaver	Psi 6 major	Molecular Beaver (Psi 6 major, 37 PSPs): One ally give(s) subordinates ++CL-1 AC
major	5	Suspend Stopwatch	Psi 6 major	Suspend Stopwatch (Psi 6 major, 39 PSPs): One target breath(s) an EE=4 element (dmg=1/2 current hp)(Spell save)
major	5	Aura Answer	Psi 6 major	Aura Answer (Psi 6 major, 9 PSPs): One target get(s) +HNCL-4 C actions
major	5	Feel Pea Green Authority	Psi 6 major	Feel Pea Green Authority (Psi 6 major, 38 PSPs): One group create(s) a 1d10 Dart with HNCL, round up, among weapon plusses/weapon flags(half resist)
major	5	Endorphin Study	Psi -6 major	Endorphin Study (Psi -6 major, 31 PSPs): One ally summon(s) a DL=LVL+1 Weird Monster
major	5	Incarnation Glockenspiel	Psi -6 major	Incarnation Glockenspiel (Psi -6 major, 42 PSPs): One ally restore(s) Cml drain
major	5	Danger Fine	Psi -6 major	Danger Fine (Psi -6 major, 30 PSPs): One target summon(s) a DL=HD Concordant-classes Monster
major	5	Empower Reaction	Psi -6 major	Empower Reaction (Psi -6 major, 15 PSPs): One group restore(s) Cml drain(RSW save)
major	5	All-Round Toe	Psi -6 major	All-Round Toe (Psi -6 major, 16 PSPs): One group stop(s) the next HNCL*8 Inertia (Earth+Shadow) dmg(half resist)
major	5	Momentum Peen	Psi -6 major	Momentum Peen (Psi -6 major, 17 PSPs): One group get(s) charm(d) unless a Dex check (DC=(HNCL)*10, round up) is made.
major	5	Subjective Bumper	Psi -6 major	Subjective Bumper (Psi -6 major, 37 PSPs): You restore(s) Dex drain
major	5	Summon Magic	Psi -6 major	Summon Magic (Psi -6 major, 43 PSPs): You combine(s) two group(s) into another
major	5	Pheromone Plough	Psi -6 major	Pheromone Plough (Psi -6 major, 25 PSPs): One target get(s) mentally dominate(d) unless a Con check (DC=((CL+2)/2)*10, round up) is made.(BW save)
major	5	Mass Beggar	Psi -6 major	Mass Beggar (Psi -6 major, 7 PSPs): One target get(s) ++CL-4 dmg(can't be countered)
major	5	Thought Mother	Psi 60 major	Thought Mother (Psi 60 major, 29 PSPs): You create(s) a 2d10 Scimitar with LVL+1, round up, among weapon plusses/weapon flags
major	5	Reptile Formal Graphic	Psi 60 major	Reptile Formal Graphic (Psi 60 major, 4 PSPs): One target get(s) charm(d) unless a Int check (DC=(ML-1)*10, round up) is made.(Power Score: PSP cost -45%)
major	5	Alignment Nest	Psi 60 major	Alignment Nest (Psi 60 major, 31 PSPs): One target hold(s) HD
major	5	Tower Cylinder(AD&D)	Psi 60 major	Tower Cylinder(AD&D) (Psi 60 major, 39 PSPs): One ally remove(s) all lost HD(s)(Power Score: can do for 1bM)
major	5	Return Verdict	Psi 60 major	Return Verdict (Psi 60 major, 30 PSPs): One target sustain(s) HD
major	5	Double Tailor	Psi 7 major	Double Tailor (Psi 7 major, 12 PSPs): One group combine(s) three group(s) into another(BW save)
major	5	Beast Freezer	Psi 7 major	Beast Freezer (Psi 7 major, 29 PSPs): One group create(s) an illusionary item of gp=(HD-1)*1000, round up that can be disbelieved with a successful Int check DC=(LVL+1)*10, round up
major	5	Poison Ideal Fly	Psi 7 major	Poison Ideal Fly (Psi 7 major, 26 PSPs): You get(s) +HD*10% PR
major	5	Spirit Specialist	Psi 7 major	Spirit Specialist (Psi 7 major, 32 PSPs): One group gain(s) SEL=5 Physical Fury(PPD save)
major	5	Forced Screw	Psi 7 major	Forced Screw (Psi 7 major, 25 PSPs): One ally create(s) a 3*HD dmg Wall of Explodium
major	5	All-Round Factory	Psi 7 major	All-Round Factory (Psi 7 major, 25 PSPs): One group combine(s) three group(s) into another(can't be countered)
major	5	Object Crawdad	Psi 7 major	Object Crawdad (Psi 7 major, 28 PSPs): One ally cure(s) SEL=3 Cursed Berserking
major	5	Mass Yard	Psi -7 major	Mass Yard (Psi -7 major, 18 PSPs): One group restore(s) CL drain(can't be countered)
major	5	Cell Duck	Psi -7 major	Cell Duck (Psi -7 major, 13 PSPs): One group create(s) an illusionary DL=LVL+2 Alley Monster(uncontrolled) that can be disbelieved with a successful Cml check DC=((CL+2)/2)*10, round up(can't be countered)
major	5	Sight Geranium	Psi -7 major	Sight Geranium (Psi -7 major, 50 PSPs): One target take(s) CLd10 Bludgening dmg(can't be countered)
major	5	Control Granddaughter	Psi -7 major	Control Granddaughter (Psi -7 major, 28 PSPs): One group create(s) a 2d12 Whip with LVL+2, round up, among weapon plusses/weapon flags(can't be countered)
major	5	Ultrablast Parking Plane	Psi -7 major	Ultrablast Parking Plane (Psi -7 major, 10 PSPs): 1bM: One group cure(s) 1d8+LVL CL dmg(PPD save)
major	5	Id Crack	Psi -7 major	Id Crack (Psi -7 major, 9 PSPs): One group gain(s) SEL=5 Mega Barbarian Cml(tenth resist)
major	5	Lend Driving	Psi 72 major	Lend Driving (Psi 72 major, 49 PSPs): You create(s) a 2d12 Whip with LVL+2, round up, among weapon plusses/weapon flags
major	5	Chameleon Quince	Psi 72 major	Chameleon Quince (Psi 72 major, 28 PSPs): One group summon(s) a DL=LVL+2 Mirror-Universe Monster(can't be countered)
major	5	Forced Bike	Psi 72 major	Forced Bike (Psi 72 major, 41 PSPs): You combine(s) three group(s) into another

major	5	Ultrablast Sparrow	Psi 72 major	Ultrablast Sparrow (Psi 72 major, 33 PSPs): One target get(s) mentally dominate(d) unless a Con check (DC=(HD-2)*10, round up) is made.
major	5	Project Level	Psi 72 major	Project Level (Psi 72 major, 22 PSPs): One ally get(s) ++HNCL-5 Saves
major	5	Focus Kitty	Psi 72 major	Focus Kitty (Psi 72 major, 28 PSPs): One target summon(s) a DL=CL-2 Plains Monster(Power Score: triple effect)
major	5	All-Round Blowgun	Psi 72 major	All-Round Blowgun (Psi 72 major, 40 PSPs): You get(s) +LVL-3 Chr
major	5	Ghost Work	Psi 72 major	Ghost Work (Psi 72 major, 27 PSPs): One group create(s) an illusionary item of gp=(CL+1)*1000, round up that can be disbelieved with a successful Cml check DC=(LVL+1)*10, round up(can't be countered)
major	5	Time/Space Comfort(Starwars)	Psi 8 major	Time/Space Comfort(Starwars) (Psi 8 major, 39 PSPs): You restore(s) Con drain
major	5	Project Basket	Psi 8 major	Project Basket (Psi 8 major, 4 PSPs): One group create(s) an illusionary DL=(ML-2)*2 Outer-CN Monster(uncontrolled¬ understandable) that can be disbelieved with a successful Cml check DC=(HNCL)*10, round up(Spell save)
major	5	Taste Division	Psi 8 major	Taste Division (Psi 8 major, 25 PSPs): One group create(s) a 2*ML dmg Wall of Stone Pudding
major	5	Complete Argument	Psi 8 major	Complete Argument (Psi 8 major, 32 PSPs): One target create(s) an illusionary DL=LVL+2 Alley Monster(uncontrolled) that can be disbelieved with a successful Cml check DC=((CL+2)/2)*10, round up(RSW save)
major	5	Time/Space Effective Loan	Psi 8 major	Time/Space Effective Loan (Psi 8 major, 4 PSPs): One target become(s) SEL=3 Cursed Berserking(half resist)
major	5	Tower Disadvantage	Psi 8 major	Tower Disadvantage (Psi 8 major, 13 PSPs): One group learn(s) a rogue ability being used this segment(can't be countered)
major	5	Endorphin Indigo Ear	Psi 8 major	Endorphin Indigo Ear (Psi 8 major, 10 PSPs): One ally summon(s) a DL=CL-1 Internet Monster
major	5	Iron Education	Psi 8 major	Iron Education (Psi 8 major, 41 PSPs): One target become(s) SEL=3 Exhausted(5e)(tenth resist)
major	5	Subjective Dictionary	Psi 8 major	Subjective Dictionary (Psi 8 major, 26 PSPs): One group create(s) an illusionary item of gp=(CL+1)*1000, round up that can be disbelieved with a successful Str check DC=(LVL+1)*10, round up(tenth resist)
major	5	See Forehead	Psi 81 major	See Forehead (Psi 81 major, 47 PSPs): You create(s) a [x2] DL=CL/3 Special
major	5	Trail Gong	Psi 81 major	Trail Gong (Psi 81 major, 50 PSPs): One group get(s) physically dominate(d) unless a Int check (DC=(LVL+1)*10, round up) is made.(tenth resist)(Power Score: can do for 1Z)
major	5	Cell Authority	Psi 81 major	Cell Authority (Psi 81 major, 35 PSPs): One target take(s) 1d10+LVL Visceral Mass dmg
major	5	Dimension Pruner	Psi 81 major	Dimension Pruner (Psi 81 major, 39 PSPs): 1bM: One group cure(s) CLd6 Chr
major	5	Body Creator(Synnbarr)	Psi 81 major	Body Creator(Synnbarr) (Psi 81 major, 36 PSPs): One group cure(s) CLd20 Cml(tenth resist)
major	5	Ectoplasmic Nail	Psi 81 major	Ectoplasmic Nail (Psi 81 major, 19 PSPs): One target create(s) an illusionary [x2] DL=HD/3 Special that can be disbelieved with a successful Dex check DC=((CL-2)*2)*10, round up
major	5	Object Swamp	Psi 81 major	Object Swamp (Psi 81 major, 9 PSPs): One target get(s) charm(d) unless a Wis check (DC=(CL+1)*10, round up) is made.
major	5	Sound Nest	Psi 81 major	Sound Nest (Psi 81 major, 43 PSPs): 1bM: One target create(s) an illusionary DL=LVL+1 Beholder Monster(not understandable) that can be disbelieved with a successful Chr check DC=(CL/3)*10, round up(Power Score: triple effect)
major	5	Sens. Achieve	Psi 81 major	Sens. Achieve (Psi 81 major, 44 PSPs): One ally get(s) ++HNCL-3 TH
major	5	Teleport Activist	Psi 9 major	Teleport Activist (Psi 9 major, 47 PSPs): One group create(s) a 2*HD dmg Sphere of Erbium 68(Fort save)
major	5	Double Decrease	Psi 9 major	Double Decrease (Psi 9 major, 16 PSPs): One target become(s) SEL=3 Confused(Ref save)
major	5	Adrenalin Boundary	Psi 9 major	Adrenalin Boundary (Psi 9 major, 38 PSPs): One group combine(s) three group(s) into another
major	5	Animate Rifle	Psi 9 major	Animate Rifle (Psi 9 major, 11 PSPs): You cure(s) 1d8+LVL CL dmg
major	5	Fate Step-Uncle	Psi 9 major	Fate Step-Uncle (Psi 9 major, 34 PSPs): One target evade(s) +CL*10% MR
major	5	Trail Border	Psi 9 major	Trail Border (Psi 9 major, 24 PSPs): One group get(s) physically dominate(d) unless a Chr check (DC=((CL+2)/2)*10, round up) is made.(can't be countered)
major	5	Endorphin Tooth	Psi 9 major	Endorphin Tooth (Psi 9 major, 7 PSPs): One target multiply(s) the effect of a power (Max=LVL-1+1), round up: can leave it "hanging"(can't be countered)
major	5	Fighting Season	Psi -9 major	Fighting Season (Psi -9 major, 48 PSPs): One group cure(s) CLd10 Cml
major	5	Impossible Button	Psi -9 major	Impossible Button (Psi -9 major, 5 PSPs): One group gain(s) SEL=4 Super Barbarian Chr(half resist)
major	5	Project Nurse	Psi -9 major	Project Nurse (Psi -9 major, 40 PSPs): You learn(s) a proficiency being used this segment
major	5	Alignment Cold	Psi -9 major	Alignment Cold (Psi -9 major, 13 PSPs): One group create(s) an illusionary item of gp=(CL+1)*1000, round up that can be disbelieved with a successful Str check DC=(LVL+1)*10, round up(half resist)
major	5	Chameleon History	Psi -9 major	Chameleon History (Psi -9 major, 50 PSPs): You teleport(s)
major	5	Pheromone Touch	Psi -9 major	Pheromone Touch (Psi -9 major, 18 PSPs): One group teleport(s)(PP save)(Power Score: can do for 1bM)
major	5	Fate Cauliflower	Psi -9 major	Fate Cauliflower (Psi -9 major, 23 PSPs): One group create(s) an illusionary DL=(ML-2)*2 Outer-CN Monster(uncontrolled¬ understandable) that can be disbelieved with a successful Cml check DC=(HNCL)*10, round up(can't be countered)
major	5	Ultrablast Hyacinth	Psi -9 major	Ultrablast Hyacinth (Psi -9 major, 28 PSPs): One ally summon(s) a DL=HNCL+1 Illusionary Monster
major	5	Suppress Swimming	Psi 98 major	Suppress Swimming (Psi 98 major, 37 PSPs): One target take(s) CLd10 Bludgening dmg(tenth resist)
major	5	Synaptic Low Repair	Psi 98 major	Synaptic Low Repair (Psi 98 major, 49 PSPs): One group restore(s) Cml drain(half resist)
major	5	Martial Annual Close	Psi 98 major	Martial Annual Close (Psi 98 major, 21 PSPs): One ally create(s) a [x2] DL=(ML+2)/2 Special
major	5	Strength Door	Psi 98 major	Strength Door (Psi 98 major, 17 PSPs): One target gain(s) SEL=4 Super Barbarian Cml
major	5	Absorb Jam	Psi 98 major	Absorb Jam (Psi 98 major, 23 PSPs): One group summon(s) a DL=LVL+1 Psionicist-classes Monster(PPD save)(Power Score: can do for 1Z)

major	5	Graft Proud Ton	Psi 98 major	Graft Proud Ton (Psi 98 major, 20 PSPs): One group get(s) charm(d) unless a Cml check (DC=(LVL+2)*10, round up) is made.
grand	5	Superior Meal	Psi 0 grand	Superior Meal (Psi 0 grand, 36 PSPs): One target get(s) thrall(d) unless a Str check (DC=(HD-1)*10, round up) is made.
grand	5	Synaptic Juice	Psi 0 grand	Synaptic Juice (Psi 0 grand, 88 PSPs): One target get(s) -35 mental stat points (randomly distributed in packets of 4) (save per packet)(PPD save)
grand	5	Concentrate Freighter	Psi 0 grand	Concentrate Freighter (Psi 0 grand, 8 PSPs): One group create(s) an illusionary [x1] DL=LVL+1 Special that can be disbelieved with a successful Int check DC=(ML-2)*10, round up
grand	5	Time/Space Sea	Psi 0 grand	Time/Space Sea (Psi 0 grand, 66 PSPs): One group absorb(s) the next CL*13 Loop / Looporal dmg(can't be countered)
grand	5	Trail Fight	Psi 0 grand	Trail Fight (Psi 0 grand, 86 PSPs): One target gain(s) SEL=6 Planar Displaced(can't be countered)
grand	5	Incarnation Bathroom	Psi 0.00 grand	Incarnation Bathroom (Psi 0.00 grand, 23 PSPs): One target get(s) -30 mental stat points (randomly distributed in packets of 5) (save per packet)(tenth resist)
grand	5	Combat Crab	Psi 0.00 grand	Combat Crab (Psi 0.00 grand, 47 PSPs): One target get(s) -35 mental stat points (randomly distributed in packets of 1) (save per packet)(RSW save)(Power Score: double effect)
grand	5	Double Territory	Psi 0.00 grand	Double Territory (Psi 0.00 grand, 13 PSPs): One target get(s) thrall(d) unless a Wis check (DC=((CL+2)/2)*10, round up) is made.
grand	5	Molecular Person	Psi 0.01 grand	Molecular Person (Psi 0.01 grand, 80 PSPs): One target get(s) -40 mental stat points (randomly distributed in packets of 4) (save per packet)(can't be countered)
grand	5	Telempathic Regret(Synnibarr)	Psi 0.01 grand	Telempathic Regret(Synnibarr) (Psi 0.01 grand, 81 PSPs): One target become(s) SEL=7 Down a Hole(tenth resist)
grand	5	Psionic Nylon	Psi 0.01 grand	Psionic Nylon (Psi 0.01 grand, 83 PSPs): One target combine(s) four group(s) into another(tenth resist)
grand	5	Dimensional Collar	Psi 0.01 grand	Dimensional Collar (Psi 0.01 grand, 89 PSPs): One target get(s) -30 mental stat points (randomly distributed in packets of 2) (save per packet)(can't be countered)
grand	5	Molecular Garnet Hardhat	Psi 1 grand	Molecular Garnet Hardhat (Psi 1 grand, 25 PSPs): One ally is/are immune to Golem Mtg monsters
grand	5	Identity Jute	Psi 1 grand	Identity Jute (Psi 1 grand, 72 PSPs): One group get(s) -35 mental stat points (randomly distributed in packets of 1) (save per packet)(half resist)(Power Score: double effect)
grand	5	Post-Hyp. Deodorant	Psi 1 grand	Post-Hyp. Deodorant (Psi 1 grand, 19 PSPs): You breath(s) an EE=6 celement (dmg=1/2 current hp)
grand	5	Suppress Fir	Psi 1 grand	Suppress Fir (Psi 1 grand, 91 PSPs): One group create(s) an illusionary [x1] DL=HD Special that can be disbelieved with a successful Wis check DC=(LVL/3)*10, round up
grand	5	Object Slip	Psi 1 grand	Object Slip (Psi 1 grand, 34 PSPs): You get(s) +3 truenam(s)
grand	5	Reptile Staircase	Psi 1 grand	Reptile Staircase (Psi 1 grand, 35 PSPs): One target become(s) SEL=6 Ego-Dominated
grand	5	Hear Actor	Psi -1 grand	Hear Actor (Psi -1 grand, 61 PSPs): One target combine(s) four group(s) into another(RSW save)(Power Score: double effect)
grand	5	Mysterious Cast	Psi -1 grand	Mysterious Cast (Psi -1 grand, 65 PSPs): One target take(s) 1d12+CL Oxygen 8 dmg(tenth resist)
grand	5	Insect Marimba	Psi -1 grand	Insect Marimba (Psi -1 grand, 73 PSPs): One group summon(s) a DL=(ML-2)*2 Outer-NG Monster(BW save)
grand	5	Subjective Tax	Psi 10 grand	Subjective Tax (Psi 10 grand, 45 PSPs): One group create(s) a 3d10 Nunchaku with (ML-2)*2, round up, among weapon pluses/weapon flags(can't be countered)(Power Score: can do for 1Z)
grand	5	Telempathic Pitch-Black Dream	Psi 100 grand	Telempathic Pitch-Black Dream (Psi 100 grand, 28 PSPs): You summon(s) a DL=(LVL-2)*2 Goblin/Orc Monster
grand	5	Reptile Shark	Psi 100 grand	Reptile Shark (Psi 100 grand, 53 PSPs): One ally gain(s) SEL=6 Dense
grand	5	Alignment Punishment	Psi 100 grand	Alignment Punishment (Psi 100 grand, 44 PSPs): One target create(s) an illusionary [x2] DL=LVL+1 Special that can be disbelieved with a successful Dex check DC=(ML-2)*10, round up(tenth resist)
grand	5	Body Harbor	Psi 11 grand	Body Harbor (Psi 11 grand, 46 PSPs): One group become(s) SEL=6 Capital S Stun(can't be countered)
grand	5	Thought Ex-Husband	Psi 11 grand	Thought Ex-Husband (Psi 11 grand, 92 PSPs): You gain(s) SEL=8 Massive Barbarian Chr
grand	5	Time/Space Fowl	Psi 11 grand	Time/Space Fowl (Psi 11 grand, 26 PSPs): One target become(s) SEL=8 Lost in the Abyss(spell save)
grand	5	Inertial Den	Psi 12 grand	Inertial Den (Psi 12 grand, 26 PSPs): One ally combine(s) four group(s) into another
grand	5	Object Skiing	Psi 12 grand	Object Skiing (Psi 12 grand, 85 PSPs): One target get(s) thrall(d) unless a Int check (DC=((LVL+2)/2)*10, round up) is made.(half resist)
grand	5	Pocket Cricket(StarTrek)	Psi -12 grand	Pocket Cricket(StarTrek) (Psi -12 grand, 55 PSPs): One target create(s) an illusionary DL=(HD-2)*2 NPC Monster(uncontrolled) that can be disbelieved with a successful Dex check DC=((HNCL+2)/2)*10, round up(tenth resist)
grand	5	Probability Cafe	Psi 13 grand	Probability Cafe (Psi 13 grand, 18 PSPs): You gain(s) SEL=7 Ancillary Barbarian Int
grand	5	Teleport Sauce	Psi 13 grand	Teleport Sauce (Psi 13 grand, 16 PSPs): One ally create(s) an item of gp=(HNCL+2)*1000, round up
grand	5	Ethereal Maid	Psi 14 grand	Ethereal Maid (Psi 14 grand, 9 PSPs): One group gain(s) SEL=8 Massive Barbarian Cml(half resist)
grand	5	Object Bumper	Psi 14 grand	Object Bumper (Psi 14 grand, 12 PSPs): One group is/are immune to Taskmaster Mtg monsters(can't be countered)
grand	5	Molecular Lan	Psi 15 grand	Molecular Lan (Psi 15 grand, 41 PSPs): You is/are immune to Mutant monsters
grand	5	Phase Toast	Psi 15 grand	Phase Toast (Psi 15 grand, 88 PSPs): You convert(s) dmg into "absolute" of the same type
grand	5	Incarnation Bed	Psi 15 grand	Incarnation Bed (Psi 15 grand, 33 PSPs): One group gain(s) SEL=7 Invigorated
grand	5	Dream Niece	Psi 15 grand	Dream Niece (Psi 15 grand, 11 PSPs): One ally create(s) a [x1] DL=LVL-1 Special(Power Score: double effect)
grand	5	Mass Macaroni	Psi -15 grand	Mass Macaroni (Psi -15 grand, 100 PSPs): You summon(s) a DL=(ML-2)*2 Rakshasa-World Monster
grand	5	Ethereal Middle Pickle	Psi -15 grand	Ethereal Middle Pickle (Psi -15 grand, 40 PSPs): One target get(s) -35 mental stat points (randomly distributed in packets of 4) (save per packet)(can't be countered)
grand	5	Shadow Blinker	Psi -15 grand	Shadow Blinker (Psi -15 grand, 20 PSPs): One target get(s) thrall(d) unless a Wis check (DC=((CL+2)/2)*10, round up) is made.(can't be countered)

grand	5	Fate Aluminium	Psi 16 grand	Fate Aluminium (Psi 16 grand, 22 PSPs): One group gain(s) SEL=6 Ultra Barbarian Cml(BW save)
grand	5	Heightened Afternoon	Psi 16 grand	Heightened Afternoon (Psi 16 grand, 40 PSPs): One group gain(s) SEL=8 Massive Barbarian Wis(can't be countered)
grand	5	All-Round Thermometer	Psi 16 grand	All-Round Thermometer (Psi 16 grand, 29 PSPs): One group create(s) a DL=(HD-2)*2 trap(tenth resist)
grand	5	Adrenalin Show	Psi 17 grand	Adrenalin Show (Psi 17 grand, 98 PSPs): One target is/are immune to Higgs Boson Ball (EE=7) element(half resist)
grand	5	Post-Hyp. Deer	Psi 17 grand	Post-Hyp. Deer (Psi 17 grand, 94 PSPs): One group has/have "The next time you take dmg from an effect of SL=1 this segment, it is redirected to one group instead(half resist)
grand	5	Split Basket	Psi -17 grand	Split Basket (Psi -17 grand, 44 PSPs): One group get(s) thrall(d) unless a Int check (DC=((LVL+2)/2)*10, round up) is made.
grand	5	Opposite Pigeon	Psi 18 grand	Opposite Pigeon (Psi 18 grand, 23 PSPs): One group take(s) CLd6 Holmium 67 dmg(can't be countered)
grand	5	Alter Hallway	Psi 18 grand	Alter Hallway (Psi 18 grand, 13 PSPs): You gain(s) SEL=6 Planar Displaced
grand	5	Enhanced Mountain	Psi 18 grand	Enhanced Mountain (Psi 18 grand, 93 PSPs): One group has/have a 110% Fubar(broken) status shield(missile)(tenth resist)
grand	5	Enhanced Foxglove	Psi 18 grand	Enhanced Foxglove (Psi 18 grand, 58 PSPs): One target get(s) thrall(d) unless a Wis check (DC=(CL/3)*10, round up) is made.(half resist)
grand	5	Probability Word	Psi 18 grand	Probability Word (Psi 18 grand, 52 PSPs): One group get(s) -40 mental stat points (randomly distributed in packets of 4) (save per packet)
grand	5	Cause Bowling	Psi 19 grand	Cause Bowling (Psi 19 grand, 49 PSPs): One group gain(s) SEL=6 Ultra Barbarian Cml
grand	5	Ultrablast Purchase	Psi 19 grand	Ultrablast Purchase (Psi 19 grand, 27 PSPs): One group summon(s) a DL=(LVL-2)*2 Far-Realm/Ultrablack Monster(half resist)
grand	5	Ballistic Onion	Psi 19 grand	Ballistic Onion (Psi 19 grand, 93 PSPs): One group get(s) -35 mental stat points (randomly distributed in packets of 4) (save per packet)
grand	5	All-Round Transport	Psi 19 grand	All-Round Transport (Psi 19 grand, 40 PSPs): One ally breath(s) an EE=7 element (dmg=1/2 current hp)
grand	5	Nerve Handicap	Psi 2 grand	Nerve Handicap (Psi 2 grand, 51 PSPs): You create(s) a [x1] DL=LVL Special
grand	5	Mental Hardware	Psi 2 grand	Mental Hardware (Psi 2 grand, 23 PSPs): One target create(s) an illusionary [x1] DL=HD Special that can be disbelieved with a successful Wis check DC=(LVL/3)*10, round up(Ref save)
grand	5	Mysterious Terrible Cartoon	Psi -2 grand	Mysterious Terrible Cartoon (Psi -2 grand, 78 PSPs): One group take(s) LVLd8 Radium 88 dmg
grand	5	Ballistic Phone	Psi -2 grand	Ballistic Phone (Psi -2 grand, 61 PSPs): One ally get(s) -2 head(s)
grand	5	Phase Politician	Psi --2 grand	Phase Politician (Psi --2 grand, 65 PSPs): One ally is/are immune to Taskmaster Mtg monsters
grand	5	Astral Breakfast	Psi --2 grand	Astral Breakfast (Psi --2 grand, 90 PSPs): One group become(s) SEL=6 Capital S Stun(half resist)
grand	5	Inflict Ground	Psi --2 grand	Inflict Ground (Psi --2 grand, 10 PSPs): One group get(s) -30 mental stat points (randomly distributed in packets of 2) (save per packet)
grand	5	Animate Saxophone	Psi --2 grand	Animate Saxophone (Psi --2 grand, 21 PSPs): You convert(s) AC into "absolute" of the same type
grand	5	Insect Check	Psi --2 grand	Insect Check (Psi --2 grand, 40 PSPs): One target take(s) 1200 Creeping Lurker dmg
grand	5	Spirit Jail	Psi --2 grand	Spirit Jail (Psi --2 grand, 86 PSPs): One group summon(s) a DL=(LVL-2)*2 Time/Temporal Monster(can't be countered)
grand	5	Enhanced Hydrant(Starwars)	Psi --2 grand	Enhanced Hydrant(Starwars) (Psi --2 grand, 85 PSPs): One group get(s) -30 mental stat points (randomly distributed in packets of 3) (save per packet)(half resist)
grand	5	Danger Print	Psi 20 grand	Danger Print (Psi 20 grand, 27 PSPs): One group get(s) -30 mental stat points (randomly distributed in packets of 5) (save per packet)(can't be countered)
grand	5	Animal Weasel(StarTrek)	Psi 20 grand	Animal Weasel(StarTrek) (Psi 20 grand, 86 PSPs): One group take(s) 800 Creeping Prism dmg
grand	5	Martial Border	Psi 20 grand	Martial Border (Psi 20 grand, 59 PSPs): You gain(s) SEL=6 Ultra Barbarian Wis
grand	5	Summon Handle	Psi 20 grand	Summon Handle (Psi 20 grand, 37 PSPs): You combine(s) four group(s) into another
grand	5	Identity Constant Substance	Psi 20 grand	Identity Constant Substance (Psi 20 grand, 97 PSPs): You combine(s) four group(s) into another
grand	5	Martial Smile	Psi 21 grand	Martial Smile (Psi 21 grand, 90 PSPs): One group get(s) thrall(d) unless a Str check (DC=(HD-1)*10, round up) is made.(tenth resist)(Power Score: can do for 1bM)
grand	5	Sight Note	Psi 21 grand	Sight Note (Psi 21 grand, 91 PSPs): One target get(s) thrall(d) unless a Int check (DC=((LVL+2)/2)*10, round up) is made.(tenth resist)
grand	5	Passive Bread	Psi 21 grand	Passive Bread (Psi 21 grand, 16 PSPs): One group become(s) SEL=8 Capital M Mauled(can't be countered)
grand	5	Empower Playroom	Psi 21 grand	Empower Playroom (Psi 21 grand, 67 PSPs): One group get(s) -40 mental stat points (randomly distributed in packets of 4) (save per packet)
grand	5	Combat Good-Bye	Psi 21 grand	Combat Good-Bye (Psi 21 grand, 98 PSPs): One ally combine(s) four group(s) into another
grand	5	Synaptic Ocean	Psi 22 grand	Synaptic Ocean (Psi 22 grand, 19 PSPs): One target combine(s) four group(s) into another
grand	5	Life Mountain	Psi 22 grand	Life Mountain (Psi 22 grand, 49 PSPs): One target convert(s) hp into "absolute" of the same type(half resist)
grand	5	Project Employer	Psi 22 grand	Project Employer (Psi 22 grand, 90 PSPs): One group combine(s) four group(s) into another
grand	5	Summon Whale	Psi 22 grand	Summon Whale (Psi 22 grand, 8 PSPs): One group become(s) SEL=7 Anti-stats
grand	5	Shadow Bagpipe	Psi 23 grand	Shadow Bagpipe (Psi 23 grand, 96 PSPs): One target has/have a 110% Fubar(broken) status shield(missile)(Ref save)
grand	5	Cell Ant	Psi 27 grand	Cell Ant (Psi 27 grand, 87 PSPs): One group create(s) a 1d4 Quarterstaff with CL+1, round up, among weapon pluses/weapon flags(Power Score: double effect)
grand	5	Astral Pelican	Psi 29 grand	Astral Pelican (Psi 29 grand, 62 PSPs): One group summon(s) a DL=HD+2 Shangri-La Monster(can't be countered)(Power Score: triple effect)
grand	5	Bone Boy	Psi 29 grand	Bone Boy (Psi 29 grand, 98 PSPs): 1bM: One group has/have an AT +30 source, +6 saves vs. spell(Power Score: can do for 1bM)

grand	5	Kinetic Father-In-Law	Psi 3 grand	Kinetic Father-In-Law (Psi 3 grand, 56 PSPs): One target get(s) thrall(d) unless a Int check (DC=(LVL+2)/2)*10, round up) is made.
grand	5	Trail Novel	Psi 3 grand	Trail Novel (Psi 3 grand, 9 PSPs): One ally summon(s) a DL=CL+1 Far-Realm/Ultrablack Monster
grand	5	Spirit Room	Psi 3 grand	Spirit Room (Psi 3 grand, 61 PSPs): One target create(s) a DL=HNCL+2 trap
grand	5	Cell Whiskey	Psi 3 grand	Cell Whiskey (Psi 3 grand, 57 PSPs): One target get(s) thrall(d) unless a Wis check (DC=((CL+2)/2)*10, round up) is made.
grand	5	Ballistic Form	Psi -3 grand	Ballistic Form (Psi -3 grand, 82 PSPs): One target is/are immune to Monster-classes monsters
grand	5	Opposite Handle	Psi -3 grand	Opposite Handle (Psi -3 grand, 46 PSPs): One group create(s) an illusionary [x2] DL=LVL+1 Special that can be disbelieved with a successful Dex check DC=(ML-2)*10, round up(can't be countered)
grand	5	Plant Milkshake	Psi -3 grand	Plant Milkshake (Psi -3 grand, 36 PSPs): One ally grant(s) resistance to all SEL=3 Gravity (Zero/High) spells and effects
grand	5	Time Shade	Psi 3.5 grand	Time Shade (Psi 3.5 grand, 50 PSPs): One ally summon(s) a DL=(LVL-2)*2 Tarrasque-World Monster
grand	5	Dimensional Gear	Psi 3.5 grand	Dimensional Gear (Psi 3.5 grand, 89 PSPs): One target gain(s) SEL=6 Planar Displaced
grand	5	Danger Keyboard	Psi 3.5 grand	Danger Keyboard (Psi 3.5 grand, 68 PSPs): One target get(s) thrall(d) unless a Int check (DC=(LVL+2)/2)*10, round up) is made.
grand	5	Telempathic Peripheral	Psi 30 grand	Telempathic Peripheral (Psi 30 grand, 74 PSPs): One group combine(s) four group(s) into another(can't be countered)
grand	5	Combat Error	Psi 30 grand	Combat Error (Psi 30 grand, 67 PSPs): One target become(s) SEL=6 Ego-Dominated(Ref save)
grand	5	Suppress Plantation	Psi 30 grand	Suppress Plantation (Psi 30 grand, 14 PSPs): One ally create(s) a 2*HD dmg Wall of Fermionic Condensate (EE=8)
grand	5	Animate Jumbo(D&D5)	Psi 30 grand	Animate Jumbo(D&D5) (Psi 30 grand, 13 PSPs): One group get(s) -35 mental stat points (randomly distributed in packets of 4) (save per packet)(can't be countered)
grand	5	Beast Bakery	Psi 30 grand	Beast Bakery (Psi 30 grand, 88 PSPs): One group become(s) SEL=6 Ego-Dominated(can't be countered)
grand	5	Adrenalin Science	Psi 30 grand	Adrenalin Science (Psi 30 grand, 70 PSPs): One target get(s) -40 mental stat points (randomly distributed in packets of 4) (save per packet)(PP save)
grand	5	Alter Ear	Psi 30 grand	Alter Ear (Psi 30 grand, 56 PSPs): One group convert(s) dmg into "absolute" of the same type(half resist)
grand	5	Ghost Discussion	Psi 30 grand	Ghost Discussion (Psi 30 grand, 82 PSPs): One group grant(s) resistance to all SEL=3 Gravity (Zero/High) spells and effects(Ref save)
grand	5	Astral Motorboat	Psi 30 grand	Astral Motorboat (Psi 30 grand, 8 PSPs): One target gain(s) SEL=7 Ancillary Barbarian Dex
grand	5	Spirit Crate(Synnibarr)	Psi 36 grand	Spirit Crate(Synnibarr) (Psi 36 grand, 74 PSPs): One target has/have single resist(s) Fermionic Condensate (EE=8) element
grand	5	True Automatic Crow	Psi 36 grand	True Automatic Crow (Psi 36 grand, 75 PSPs): One group create(s) a [x1] DL=LVL Special(tenth resist)(Power Score: can do for 1Z)
grand	5	Mysterious Southern Rest(Shadowrun)	Psi 36 grand	Mysterious Southern Rest(Shadowrun) (Psi 36 grand, 95 PSPs): One group get(s) -30 mental stat points (randomly distributed in packets of 3) (save per packet)(can't be countered)
grand	5	Aura Cyclone	Psi 45 grand	Aura Cyclone (Psi 45 grand, 48 PSPs): One target take(s) -75% dmg vs. Vacuum (Air+Negative) or Erbium 68 dmg
grand	5	Complete Carbon	Psi 45 grand	Complete Carbon (Psi 45 grand, 46 PSPs): One group create(s) a [x1] DL=LVL-1 Special
grand	5	All-Round Sea-Green Pajama	Psi 45 grand	All-Round Sea-Green Pajama (Psi 45 grand, 20 PSPs): One target become(s) SEL=7 Anti-stats(Spell save)
grand	5	Safe Castanet	Psi 45 grand	Safe Castanet (Psi 45 grand, 89 PSPs): One group create(s) an illusionary [x1] DL=HNCL Special that can be disbelieved with a successful Dex check DC=(ML-1)*10, round up(Ref save)
grand	5	Weather Basic Pajama(Marvel)	Psi 45 grand	Weather Basic Pajama(Marvel) (Psi 45 grand, 51 PSPs): One target gain(s) SEL=6 Ultra Barbarian Wis(tenth resist)
grand	5	Conceal Beret	Psi 5 grand	Conceal Beret (Psi 5 grand, 46 PSPs): One group combine(s) four group(s) into another
grand	5	Conceal College	Psi 5 grand	Conceal College (Psi 5 grand, 47 PSPs): One target get(s) -35 mental stat points (randomly distributed in packets of 1) (save per packet)(can't be countered)
grand	5	Complete Island	Psi 5 grand	Complete Island (Psi 5 grand, 34 PSPs): One group become(s) SEL=6 Ego-Dominated(tenth resist)
grand	5	Post-Hyp. Pair	Psi 5 grand	Post-Hyp. Pair (Psi 5 grand, 30 PSPs): You create(s) a [x1] DL=LVL-1 Special
grand	5	Danger Nearby Propane(Rolemaster)	Psi 5 grand	Danger Nearby Propane(Rolemaster) (Psi 5 grand, 32 PSPs): One ally combine(s) four group(s) into another
grand	5	Psychic Daughter	Psi 5 grand	Psychic Daughter (Psi 5 grand, 40 PSPs): One target create(s) an illusionary [x1] DL=HD Special that can be disbelieved with a successful Wis check DC=(LVL/3)*10, round up(half resist)
grand	5	Control Tailor	Psi -5 grand	Control Tailor (Psi -5 grand, 61 PSPs): One ally has/have "The next time you take dmg from an effect of SL=1 this segment, it is redirected to one target instead"
grand	5	Sensitivity Warm Packet	Psi 54 grand	Sensitivity Warm Packet (Psi 54 grand, 50 PSPs): One ally gain(s) SEL=7 Ancillary Barbarian Chr
grand	5	Strength Beer	Psi 54 grand	Strength Beer (Psi 54 grand, 36 PSPs): One target multiply(s) the effect of a power (Max=HD+1), round up; can leave it "hanging"(can't be countered)
grand	5	Spider Beam	Psi 54 grand	Spider Beam (Psi 54 grand, 52 PSPs): One target get(s) -35 mental stat points (randomly distributed in packets of 4) (save per packet)(half resist)
grand	5	Kinetic Swing	Psi 6 grand	Kinetic Swing (Psi 6 grand, 85 PSPs): You create(s) a [x1] DL=LVL Special
grand	5	Lend Bedroom	Psi 6 grand	Lend Bedroom (Psi 6 grand, 72 PSPs): One ally absorb(s) the next CL*13 Loop / Looporal dmg
grand	5	Control Town(D&D4)	Psi 6 grand	Control Town(D&D4) (Psi 6 grand, 52 PSPs): One group summon(s) a DL=(LVL-2)*2 Far-Realm/Ultrablack Monster(can't be countered)
grand	5	Time/Space Jam	Psi -6 grand	Time/Space Jam (Psi -6 grand, 29 PSPs): One target get(s) +3 truenam(s)
grand	5	Sensory Valley	Psi -6 grand	Sensory Valley (Psi -6 grand, 32 PSPs): You summon(s) a DL=HNCL+2 Outer-LE Monster
grand	5	Know Control	Psi 60 grand	Know Control (Psi 60 grand, 10 PSPs): You get(s) +3 truenam(s)

grand	5	Phobia Drake	Psi 60 grand	Phobia Drake (Psi 60 grand, 27 PSPs): One ally combine(s) four group(s) into another
grand	5	Molecular System	Psi 7 grand	Molecular System (Psi 7 grand, 50 PSPs): One ally take(s) -80% dmg vs. Bromine 35 or Cesium 55 dmg
grand	5	Phase Heaven	Psi -7 grand	Phase Heaven (Psi -7 grand, 9 PSPs): You has/have an AT +26 source, +5 saves vs. spell(Power Score: triple effect)
grand	5	Danger Nic	Psi -7 grand	Danger Nic (Psi -7 grand, 83 PSPs): One target get(s) -35 mental stat points (randomly distributed in packets of 1) (save per packet)
grand	5	Summon Lathe	Psi -7 grand	Summon Lathe (Psi -7 grand, 91 PSPs): One target has/have a 130% Crapped status shield(missile & melee)(Spell save)
grand	5	Psychic Middle	Psi -7 grand	Psychic Middle (Psi -7 grand, 33 PSPs): You combine(s) four group(s) into another
grand	5	Psionic Board	Psi 72 grand	Psionic Board (Psi 72 grand, 99 PSPs): One group create(s) an illusionary DL=(HD-2)*2 NPC Monster(uncontrolled) that can be disbelieved with a successful Dex check DC=(HNCL+2)/2*10, round up
grand	5	Watcher'S Samurai	Psi 72 grand	Watcher'S Samurai (Psi 72 grand, 60 PSPs): One target combine(s) four group(s) into another
grand	5	Time Twist	Psi 8 grand	Time Twist (Psi 8 grand, 22 PSPs): One group get(s) -30 mental stat points (randomly distributed in packets of 3) (save per packet)(half resist)
grand	5	Trail Sweatshirt	Psi 8 grand	Trail Sweatshirt (Psi 8 grand, 14 PSPs): One group summon(s) a DL=(CL-2)*2 Dead-Timeline/Looporal Monster
grand	5	Dimensional Kilometer	Psi 8 grand	Dimensional Kilometer (Psi 8 grand, 36 PSPs): You combine(s) four group(s) into another
grand	5	Animate Fight	Psi 8 grand	Animate Fight (Psi 8 grand, 34 PSPs): One target summon(s) a DL=HD+2 Outer-CG Monster(can't be countered)
grand	5	Ultrablast Page	Psi 81 grand	Ultrablast Page (Psi 81 grand, 68 PSPs): One target breath(s) an EE=6 element (dmg=1/2 current hp)(can't be countered)
grand	5	Life Shade	Psi 81 grand	Life Shade (Psi 81 grand, 9 PSPs): One group get(s) -30 mental stat points (randomly distributed in packets of 5) (save per packet)(PPD save)
grand	5	Poison Gondola	Psi 81 grand	Poison Gondola (Psi 81 grand, 54 PSPs): One ally has/have an AT +30 source, +6 saves vs. spell
grand	5	Alignment Snowflake	Psi 81 grand	Alignment Snowflake (Psi 81 grand, 63 PSPs): One group summon(s) a DL=(ML-2)*2 Dragon Monster
grand	5	Suppress Leading Circulation	Psi 9 grand	Suppress Leading Circulation (Psi 9 grand, 32 PSPs): One group create(s) a DL=(LVL-2)*2 trap(Spell save)
grand	5	Send Caterpillar	Psi 9 grand	Send Caterpillar (Psi 9 grand, 38 PSPs): One group create(s) an illusionary [x1] DL=LVL+1 Special that can be disbelieved with a successful Int check DC=(ML-2)*10, round up(half resist)(Power Score: can do for 1bM)
grand	5	Fighting Smart Toothpaste	Psi -9 grand	Fighting Smart Toothpaste (Psi -9 grand, 11 PSPs): One target get(s) -30 mental stat points (randomly distributed in packets of 3) (save per packet)
grand	5	Mental Anime	Psi -9 grand	Mental Anime (Psi -9 grand, 40 PSPs): One group combine(s) four group(s) into another(Spell save)
super	5	Phase Knot	Psi 0 super	Phase Knot (Psi 0 super, 163 PSPs): One target gain(s) SEL=9 Mental Fury(Power Score: PSP cost -60%)
super	5	Animate Ophthalmologist	Psi 0 super	Animate Ophthalmologist (Psi 0 super, 159 PSPs): One target stop(s) the next ML*14 Iridium 77 dmg(Power Score: PSP cost -5%)
super	5	Life Clave	Psi 0 super	Life Clave (Psi 0 super, 182 PSPs): One group take(s) 1d20+LVL Piercing idmg
super	5	Mind Bamboo	Psi 0.00 super	Mind Bamboo (Psi 0.00 super, 180 PSPs): You grant(s) resistance to all SEL=7 Capital S Slain spells and effects
super	5	Intellect Speedboat	Psi 0.00 super	Intellect Speedboat (Psi 0.00 super, 79 PSPs): One group get(s) pawn(d) unless a Wis check (DC=(HD/2)*10, round up) is made.
super	5	Trail Iran(StarTrek)	Psi 0.00 super	Trail Iran(StarTrek) (Psi 0.00 super, 53 PSPs): You gain(s) SEL=9 Raptured
super	5	Sight Riverbed	Psi 0.01 super	Sight Riverbed (Psi 0.01 super, 138 PSPs): One group become(s) SEL=11 Unsettled(cursed)(no resist)
super	5	Absorb Agreement	Psi 1 super	Absorb Agreement (Psi 1 super, 153 PSPs): One ally gain(s) SEL=11 Tera Barbarian Chr(Power Score: triple effect)
super	5	Identity Lavender Snowman	Psi 1 super	Identity Lavender Snowman (Psi 1 super, 186 PSPs): You gain(s) SEL=9 Mental Fury
super	5	Superior Resolution	Psi 1 super	Superior Resolution (Psi 1 super, 86 PSPs): One group become(s) SEL=11 Unsettled(cursed)(no save)
super	5	Flesh Account	Psi 1 super	Flesh Account (Psi 1 super, 34 PSPs): One target get(s) pawn(d) unless a Str check (DC=((HD-2)*2)*10, round up) is made.(can't be countered)
super	5	Ballistic Payment	Psi -1 super	Ballistic Payment (Psi -1 super, 39 PSPs): One group take(s) 1d20+CL Con idmg(half resist)
super	5	True Song	Psi -1 super	True Song (Psi -1 super, 108 PSPs): One group become(s) SEL=11 Unsettled(cursed)(half resist)
super	5	Animal Mouth	Psi -1 super	Animal Mouth (Psi -1 super, 78 PSPs): One group cure(s) SEL=11 Baked(high)(tenth resist)
super	5	Ballistic Restaurant	Psi 10 super	Ballistic Restaurant (Psi 10 super, 27 PSPs): One target breath(s) an EE=10 element (dmg=1/3 max hp)
super	5	Tower Event	Psi 10 super	Tower Event (Psi 10 super, 119 PSPs): One group grant(s) resistance to all SEL=6 Immune (can't drop) Healing spells and effects(PPD save)
super	5	Forced Base	Psi 100 super	Forced Base (Psi 100 super, 19 PSPs): One group take(s) CLd8 Dex idmg(Ref save)
super	5	Intellect Sale	Psi 11 super	Intellect Sale (Psi 11 super, 173 PSPs): One group become(s) SEL=10 Shrunk(humiliate)(Spell save)
super	5	Animate Mark	Psi 11 super	Animate Mark (Psi 11 super, 114 PSPs): One target gain(s) SEL=11 Tera Barbarian Int(tenth resist)
super	5	Trail Canoe	Psi 11 super	Trail Canoe (Psi 11 super, 67 PSPs): One ally gain(s) SEL=10 Extreme Barbarian Chr
super	5	Combat Sheep	Psi -12 super	Combat Sheep (Psi -12 super, 75 PSPs): One group get(s) pawn(d) unless a Con check (DC=(HNCL/3)*10, round up) is made.(tenth resist)
super	5	Share Stop	Psi -12 super	Share Stop (Psi -12 super, 106 PSPs): One target take(s) 1d10+CL Int idmg
super	5	Spatial Firewall(DC)	Psi 13 super	Spatial Firewall(DC) (Psi 13 super, 85 PSPs): One group become(s) SEL=11 Unsettled(cursed)(half resist)
super	5	Body Another Engineer	Psi 13 super	Body Another Engineer (Psi 13 super, 138 PSPs): One group get(s) pawn(d) unless a Wis check (DC=(HD/2)*10, round up) is made.(can't be countered)

super	5	Pocket Traffic	Psi 13 super	Pocket Traffic (Psi 13 super, 59 PSPs): One group gain(s) SEL=9 Object(tenth resist)
super	5	Dimensional Memory	Psi 13 super	Dimensional Memory (Psi 13 super, 192 PSPs): One group become(s) SEL=9 Loop Incurred(can't be countered)
super	5	Energy Food	Psi 14 super	Energy Food (Psi 14 super, 197 PSPs): One group get(s) pawn(d) unless a Str check (DC=(HD-2)*2)*10, round up) is made.(half resist)
super	5	Mysterious Female Owl	Psi 14 super	Mysterious Female Owl (Psi 14 super, 188 PSPs): You grant(s) resistance to all SEL=8 Destroyed (reverse Resurrected) spells and effects
super	5	Time Humor	Psi 14 super	Time Humor (Psi 14 super, 27 PSPs): One target get(s) pawn(d) unless a Con check (DC=(HNCL/3)*10, round up) is made.
super	5	Pocket Tom-Tom	Psi 14 super	Pocket Tom-Tom (Psi 14 super, 141 PSPs): One group create(s) an illusionary [x2] DL=(HD-2)*2 Special that can be disbelieved with a successful Dex check DC=(HNCL-2)*10, round up(can't be countered)
super	5	Sound Powder	Psi 15 super	Sound Powder (Psi 15 super, 136 PSPs): One target convert(s) AC into "I" of the same type
super	5	Phase Foxglove	Psi 15 super	Phase Foxglove (Psi 15 super, 114 PSPs): One target become(s) SEL=11 Unsettled(cursed)(no save)
super	5	Enhanced Human Alligator	Psi 15 super	Enhanced Human Alligator (Psi 15 super, 72 PSPs): One target take(s) LVLd4 Con idmg
super	5	Radial Application	Psi 15 super	Radial Application (Psi 15 super, 64 PSPs): One target take(s) 1d6+CL Bludgeoning idmg(BW save)
super	5	All-Round Stop	Psi -15 super	All-Round Stop (Psi -15 super, 135 PSPs): One target between(s)(can't be countered)
super	5	Dream Mask(D&D5)	Psi 17 super	Dream Mask(D&D5) (Psi 17 super, 16 PSPs): One group take(s) 1d6+CL Orange idmg(half resist)
super	5	Create Pale Click	Psi 17 super	Create Pale Click (Psi 17 super, 69 PSPs): One group gain(s) SEL=9 Object(can't be countered)
super	5	Ghost Pantry	Psi 17 super	Ghost Pantry (Psi 17 super, 89 PSPs): You gain(s) SEL=10 Extreme Barbarian Int
super	5	Conceal Lyre(AD&D)	Psi -17 super	Conceal Lyre(AD&D) (Psi -17 super, 134 PSPs): One group get(s) pawn(d) unless a Wis check (DC=(HD/2)*10, round up) is made.(can't be countered)
super	5	Death Clave	Psi 18 super	Death Clave (Psi 18 super, 43 PSPs): One group take(s) 1d6+CL Bludgeoning idmg(Ref save)
super	5	Mind Title	Psi 18 super	Mind Title (Psi 18 super, 26 PSPs): You breath(s) an EE=10 element (dmg=1/3 max hp)
super	5	Graft Literature	Psi 18 super	Graft Literature (Psi 18 super, 151 PSPs): One group become(s) SEL=11 Bitch Slapped(humiliate)(no save)
super	5	Death Spot	Psi 19 super	Death Spot (Psi 19 super, 95 PSPs): One target take(s) 1d8+CL Silver Jelly [Angband] idmg(Ref save)
super	5	Strength Sack(Mutants&Masterminds)	Psi 19 super	Strength Sack(Mutants&Masterminds) (Psi 19 super, 70 PSPs): One group get(s) pawn(d) unless a Wis check (DC=(HD/2)*10, round up) is made.(half resist)
super	5	Id Burglar	Psi 19 super	Id Burglar (Psi 19 super, 166 PSPs): One group become(s) SEL=9 Erased Forwards and Backwards in Time(Power Score: can do for 1Z)
super	5	False Land	Psi 2 super	False Land (Psi 2 super, 40 PSPs): One target get(s) pawn(d) unless a Wis check (DC=(HD/2)*10, round up) is made.(PP save)
super	5	Switch Waste	Psi 2 super	Switch Waste (Psi 2 super, 44 PSPs): One target create(s) an illusionary [x2] DL=(HD-2)*2 Special that can be disbelieved with a successful Dex check DC=(HNCL-2)*10, round up(Power Score: can do for 1Z)
super	5	Object Museum(StarTrek)	Psi -2 super	Object Museum(StarTrek) (Psi -2 super, 109 PSPs): One group grant(s) resistance to all SEL=6 Immune (can't drop) Healing spells and effects(can't be countered)
super	5	Spirit Resolution	Psi -2 super	Spirit Resolution (Psi -2 super, 198 PSPs): You cure(s) SEL=11 Baked(high)(Power Score: can do for 1Z)
super	5	Plant Neither Cut	Psi -2 super	Plant Neither Cut (Psi -2 super, 139 PSPs): One group get(s) pawn(d) unless a Dex check (DC=(HD/2)*10, round up) is made.
super	5	Mysterious Hovercraft	Psi -2 super	Mysterious Hovercraft (Psi -2 super, 30 PSPs): One ally between(s)
super	5	Double Connection	Psi --2 super	Double Connection (Psi --2 super, 20 PSPs): One group grant(s) resistance to all SEL=7 **Cursed** (Ancient Foul Cursed) spells and effects(RSW save)
super	5	Psychic Methane	Psi 20 super	Psychic Methane (Psi 20 super, 71 PSPs): One target grant(s) resistance to all SEL=6 Immune (can't drop) Healing spells and effects
super	5	Inertial Sled	Psi 20 super	Inertial Sled (Psi 20 super, 135 PSPs): 1bM: One group timetravel(s) LVL*10 millenniums into the future(can't be countered)
super	5	Bone Sturgeon	Psi 20 super	Bone Sturgeon (Psi 20 super, 79 PSPs): One group become(s) SEL=10 Stoned(high)(can't be countered)
super	5	Animate Workshop	Psi 22 super	Animate Workshop (Psi 22 super, 26 PSPs): One group take(s) 1d12+LVL Piercing idmg(half resist)(Power Score: triple effect)
super	5	Weather Airship	Psi 23 super	Weather Airship (Psi 23 super, 27 PSPs): One ally timetravel(s) LVL*10 millenniums into the future(Power Score: PSP cost -5%)
super	5	True Dresser	Psi 23 super	True Dresser (Psi 23 super, 105 PSPs): One target take(s) 1d20+CL Black idmg(can't be countered)
super	5	Inertial Swim	Psi 23 super	Inertial Swim (Psi 23 super, 110 PSPs): You gain(s) SEL=11 Tera Barbarian Dex
super	5	Beast Wasp	Psi 27 super	Beast Wasp (Psi 27 super, 43 PSPs): You cure(s) SEL=11 Baked(high)
super	5	Time/Space Trigonometry	Psi 27 super	Time/Space Trigonometry (Psi 27 super, 117 PSPs): One target become(s) SEL=10 Famished/Starved(sick)(BW save)
super	5	Spirit Menu	Psi 27 super	Spirit Menu (Psi 27 super, 170 PSPs): One target grant(s) resistance to all SEL=8 Destroyed (reverse Resurrected) spells and effects(PPD save)
super	5	Animate Perfect Tip	Psi 27 super	Animate Perfect Tip (Psi 27 super, 88 PSPs): One group take(s) 1d4+LVL Bludgeoning idmg(tenth resist)
super	5	Return Thermometer	Psi 29 super	Return Thermometer (Psi 29 super, 90 PSPs): You gate(s)
super	5	Enhanced Shelf	Psi 29 super	Enhanced Shelf (Psi 29 super, 74 PSPs): One target become(s) SEL=11 Baked(high)(Fort save)
super	5	Death No Breakfast	Psi 29 super	Death No Breakfast (Psi 29 super, 31 PSPs): One group take(s) 2240 Creeping Ooze dmg(can't be countered)
super	5	Superior Spleen	Psi 3 super	Superior Spleen (Psi 3 super, 178 PSPs): One target get(s) pawn(d) unless a Wis check (DC=(HD/2)*10, round up) is made.(tenth resist)

super	5	Energy Forecast	Psi 3 super	Energy Forecast (Psi 3 super, 53 PSPs): One group take(s) 1760 Creeping Archaeologist dmg(Spell save)(Power Score: can do for 1bM)
super	5	Safe Crop	Psi 3 super	Safe Crop (Psi 3 super, 136 PSPs): One group get(s) pawn(d) unless a Dex check ($DC=(CL/3)*10$, round up) is made.(tenth resist)
super	5	Probability Gosling	Psi 3 super	Probability Gosling (Psi 3 super, 46 PSPs): You cure(s) SEL=10 Tarded(insane)
super	5	Id Leopard(Mutants&Masterminds)	Psi -3 super	Id Leopard(Mutants&Masterminds) (Psi -3 super, 29 PSPs): You timetravel(s) LVL*10 millenniums into the future
super	5	Focus Carrot(D&D5)	Psi -3 super	Focus Carrot(D&D5) (Psi -3 super, 32 PSPs): One group create(s) a [x1] DL=HD Special(Power Score: triple effect)
super	5	Static Dinghy	Psi -3 super	Static Dinghy (Psi -3 super, 106 PSPs): One target get(s) -45 mental stat points (randomly distributed in packets of 4) (save per packet)
super	5	Sound Trial	Psi -3 super	Sound Trial (Psi -3 super, 27 PSPs): One group get(s) pawn(d) unless a Con check ($DC=(HNCL/3)*10$, round up) is made.(half resist)
super	5	Post-Hyp. Boring Fowl	Psi 3.5 super	Post-Hyp. Boring Fowl (Psi 3.5 super, 140 PSPs): One group gain(s) SEL=11 Tera Barbarian Dex(tenth resist)
super	5	Molecular Vibraphone	Psi 30 super	Molecular Vibraphone (Psi 30 super, 170 PSPs): One group take(s) CLd6 Slashing idmg(half resist)
super	5	Ethereal Archaeology	Psi 30 super	Ethereal Archaeology (Psi 30 super, 114 PSPs): You timetravel(s) LVL*10 millenniums into the future
super	5	Suspend Smell	Psi 30 super	Suspend Smell (Psi 30 super, 172 PSPs): One target take(s) LVLd4 Bludgeoning idmg(PPD save)
super	5	Ego Achieve	Psi 36 super	Ego Achieve (Psi 36 super, 84 PSPs): One group create(s) a [x1] DL=HD Special(half resist)
super	5	Suppress Cook	Psi 36 super	Suppress Cook (Psi 36 super, 199 PSPs): One group breath(s) an EE=10 element (dmg=1/3 current hp)
super	5	Plant Psychology	Psi 36 super	Plant Psychology (Psi 36 super, 76 PSPs): One group get(s) pawn(d) unless a Wis check ($DC=(HD/2)*10$, round up) is made.(can't be countered)
super	5	Plant Brake(Champions)	Psi 36 super	Plant Brake(Champions) (Psi 36 super, 95 PSPs): One target become(s) SEL=10 Famished/Starved(sick)(tenth resist)
super	5	Opposite Pollution	Psi 45 super	Opposite Pollution (Psi 45 super, 199 PSPs): One target get(s) pawn(d) unless a Con check ($DC=(HNCL/3)*10$, round up) is made.(Fort save)
super	5	Sensitivity Copyright	Psi 5 super	Sensitivity Copyright (Psi 5 super, 121 PSPs): One target take(s) 1d6+CL Orange idmg(tenth resist)
super	5	Dream Bamboo	Psi 5 super	Dream Bamboo (Psi 5 super, 140 PSPs): One group get(s) pawn(d) unless a Wis check ($DC=(HD/2)*10$, round up) is made.
super	5	Plant Felony(Mutants&Masterminds)	Psi 5 super	Plant Felony(Mutants&Masterminds) (Psi 5 super, 149 PSPs): One target get(s) -45 mental stat points (randomly distributed in packets of 4) (save per packet)(Will save)
super	5	Body Breath	Psi -5 super	Body Breath (Psi -5 super, 43 PSPs): One target take(s) 1d10+LVL Pink idmg
super	5	Kinetic Prize Sampan	Psi -5 super	Kinetic Prize Sampan (Psi -5 super, 147 PSPs): One group create(s) an illusionary [x2] DL=(CL-2)*2 Special that can be disbelieved with a successful Dex check $DC=(HNCL+1)*10$, round up(can't be countered)
super	5	Double Zinc	Psi -5 super	Double Zinc (Psi -5 super, 52 PSPs): One group take(s) LVLd8 Piercing idmg(no save)
super	5	Astral Desire	Psi -5 super	Astral Desire (Psi -5 super, 113 PSPs): One target create(s) an illusionary [x2] DL=(CL-2)*2 Special that can be disbelieved with a successful Dex check $DC=(HNCL+1)*10$, round up(tenth resist)
super	5	Pheromone Mark	Psi 54 super	Pheromone Mark (Psi 54 super, 17 PSPs): One group cure(s) SEL=9 Truename Erased(can't be countered)
super	5	Dimension Magic	Psi 54 super	Dimension Magic (Psi 54 super, 197 PSPs): One group become(s) SEL=9 Pawned(tenth resist)
super	5	Complete Patch	Psi 54 super	Complete Patch (Psi 54 super, 54 PSPs): One target get(s) pawn(d) unless a Dex check ($DC=(CL/3)*10$, round up) is made.(can't be countered)
super	5	Poison Bamboo	Psi 54 super	Poison Bamboo (Psi 54 super, 25 PSPs): One target timetravel(s) LVL*10 millenniums into the future(tenth resist)
super	5	Conceal Helium	Psi 54 super	Conceal Helium (Psi 54 super, 171 PSPs): One target take(s) 1d6+CL Orange idmg(half resist)
super	5	Post-Hyp. Latency	Psi 6 super	Post-Hyp. Latency (Psi 6 super, 179 PSPs): One group gain(s) SEL=10 Extreme Barbarian Chr(PPD save)(Power Score: triple effect)
super	5	Object Rain	Psi -6 super	Object Rain (Psi -6 super, 31 PSPs): One target gain(s) SEL=11 Funned(positive)(Ref save)
super	5	Telempathic Jaguar(Marvel)	Psi -6 super	Telempathic Jaguar(Marvel) (Psi -6 super, 83 PSPs): One group between(s)(tenth resist)(Power Score: triple effect)
super	5	Danger Cupboard	Psi 60 super	Danger Cupboard (Psi 60 super, 177 PSPs): One group gain(s) SEL=9 Mental Fury(half resist)
super	5	Create Teeth	Psi 60 super	Create Teeth (Psi 60 super, 177 PSPs): You create(s) a [x2] DL=LVL+1 Special
super	5	Conceal Battle(D&D)	Psi 60 super	Conceal Battle(D&D) (Psi 60 super, 192 PSPs): One target take(s) 1d20+LVL Piercing idmg(can't be countered)
super	5	Sight Aftershave	Psi 60 super	Sight Aftershave (Psi 60 super, 65 PSPs): One ally gain(s) SEL=11 Tera Barbarian Int(Power Score: double effect)
super	5	Sound Year	Psi 7 super	Sound Year (Psi 7 super, 198 PSPs): You create(s) a [x2] DL=LVL+1 Special
super	5	Lend Random	Psi 7 super	Lend Random (Psi 7 super, 28 PSPs): One group between(s)(can't be countered)
super	5	Beast Car(D&D3)	Psi 7 super	Beast Car(D&D3) (Psi 7 super, 50 PSPs): One group has/have an AT +42 source, +9 saves vs. spell
super	5	Focus Tank	Psi 7 super	Focus Tank (Psi 7 super, 123 PSPs): One group take(s) 1d8+CL Rust idmg
super	5	Plant Detail	Psi 7 super	Plant Detail (Psi 7 super, 53 PSPs): One group gain(s) SEL=11 Tera Barbarian Dex(tenth resist)
super	5	Ego Gate	Psi -7 super	Ego Gate (Psi -7 super, 158 PSPs): One target get(s) pawn(d) unless a Wis check ($DC=(HD/2)*10$, round up) is made.(Will save)
super	5	Beast Alternative Bit	Psi -7 super	Beast Alternative Bit (Psi -7 super, 100 PSPs): One group is/are immune to SEL=11 Cracked(destructed) status(half resist)
super	5	Thought Granddaughter	Psi 72 super	Thought Granddaughter (Psi 72 super, 182 PSPs): One group create(s) an illusionary [x1] DL=(HD-2)*2 Special that can be disbelieved with a successful Int check $DC=(LVL+1)*10$, round up(half resist)

super	5	Chameleon Basket	Psi 8 super	Chameleon Basket (Psi 8 super, 38 PSPs): One target grant(s) resistance to all SEL=7 **Cursed** (Ancient Foul Cursed) spells and effects(Fort save)
super	5	Teleport Best Rifle	Psi 81 super	Teleport Best Rifle (Psi 81 super, 159 PSPs): One target timetravel(s) LVL*10 millenniums into the future
super	5	Fate Balloon	Psi 81 super	Fate Balloon (Psi 81 super, 41 PSPs): One group get(s) pawn(d) unless a Dex check (DC=(HD/2)*10, round up) is made.(half resist)
super	5	Aura Ant	Psi 9 super	Aura Ant (Psi 9 super, 147 PSPs): One group get(s) pawn(d) unless a Con check (DC=((HNCL+2)/2)*10, round up) is made.(tenth resist)
super	5	Flesh Federal Hair	Psi 9 super	Flesh Federal Hair (Psi 9 super, 80 PSPs): One target take(s) 1d20+CL Mustard idmg(half resist)
super	5	Invincible Cockroach	Psi -9 super	Invincible Cockroach (Psi -9 super, 72 PSPs): One group take(s) 1d12+LVL Chr idmg(Power Score: can do for 1Z)
super	5	Radial Port	Psi -9 super	Radial Port (Psi -9 super, 37 PSPs): One target get(s) pawn(d) unless a Con check (DC=(HNCL/3)*10, round up) is made.(can't be countered)
super	5	Inertial Pleasure(AD&D)	Psi -9 super	Inertial Pleasure(AD&D) (Psi -9 super, 151 PSPs): One group grant(s) resistance to all SEL=7 **Cursed** (Ancient Foul Cursed) spells and effects(can't be countered)
super	5	Split Lost List	Psi 98 super	Split Lost List (Psi 98 super, 44 PSPs): One group get(s) pawn(d) unless a Str check (DC=((HD-2)*2)*10, round up) is made.(tenth resist)
super	5	Cause Sword	Psi 98 super	Cause Sword (Psi 98 super, 185 PSPs): You gain(s) SEL=9 Raptured
ultra	5	Inertial Time Friend	Psi 0.01 ultra	Inertial Time Friend (Psi 0.01 ultra, 72 PSPs): One group take(s) 5520 Creeping Slith idmg(no resist)
ultra	5	Endorphin Factory	Psi 1 ultra	Endorphin Factory (Psi 1 ultra, 65 PSPs): One group become(s) SEL=14 Fucking Insane Krazy(insane)(can't be countered)
ultra	5	Incarnation Locket	Psi -1 ultra	Incarnation Locket (Psi -1 ultra, 160 PSPs): One target gain(s) SEL=12 Multiverse Displaced(can't be countered)
ultra	5	Danger Psychological Card	Psi 12 ultra	Danger Psychological Card (Psi 12 ultra, 228 PSPs): One group take(s) LVLd4 Gray Pudding idmg(can't be countered)
ultra	5	Pheromone Stamp	Psi 12 ultra	Pheromone Stamp (Psi 12 ultra, 252 PSPs): One group take(s) 1d12+LVL Spotted Jelly [Angband] idmg(Will save)
ultra	5	Empower Silly Pelican	Psi 12 ultra	Empower Silly Pelican (Psi 12 ultra, 83 PSPs): One target take(s) LVLd20 Azure idmg(Ref save)
ultra	5	Sens. Peripheral(D&D)	Psi 13 ultra	Sens. Peripheral(D&D) (Psi 13 ultra, 222 PSPs): You gain(s) SEL=12 Multiverse Displaced
ultra	5	Body Hardhat	Psi 15 ultra	Body Hardhat (Psi 15 ultra, 214 PSPs): One group gain(s) SEL=12 Utmost Barbarian Con(no resist)
ultra	5	Pocket Toilet	Psi -15 ultra	Pocket Toilet (Psi -15 ultra, 165 PSPs): One target take(s) 1d10+CL Silver Jelly [Angband] idmg(tenth resist)(Power Score: triple effect)
ultra	5	Momentum Viscose	Psi -17 ultra	Momentum Viscose (Psi -17 ultra, 225 PSPs): One target take(s) CLd4 Gray idmg(can't be countered)
ultra	5	Suppress Database	Psi 2 ultra	Suppress Database (Psi 2 ultra, 101 PSPs): One target take(s) LVLd4 Water idmg(half resist)
ultra	5	Sensory Rayon	Psi --2 ultra	Sensory Rayon (Psi --2 ultra, 275 PSPs): You is/are immune to SEL=14 Ruinated/Ruined(destructed) status
ultra	5	Bone Airship	Psi --2 ultra	Bone Airship (Psi --2 ultra, 287 PSPs): One group cure(s) SEL=13 Trashed(destructed)(no resist)(Power Score: can do for 1Z)
ultra	5	Telepathic Raft(D&D3)	Psi 21 ultra	Telepathic Raft(D&D3) (Psi 21 ultra, 85 PSPs): One ally create(s) a [x1] DL=(HD-2)*2 Special
ultra	5	Spirit Roof	Psi 21 ultra	Spirit Roof (Psi 21 ultra, 138 PSPs): You gain(s) SEL=12 Utmost Barbarian Int
ultra	5	Id Ear	Psi 21 ultra	Id Ear (Psi 21 ultra, 300 PSPs): One target grant(s) immunity to all SEL=11 Vexed(sick) spells and effects(Ref save)
ultra	5	Forced Sister-In-Law	Psi 27 ultra	Forced Sister-In-Law (Psi 27 ultra, 245 PSPs): One target create(s) a [x2] DL=HD+2 Special(no save)
ultra	5	Sensitivity Hardhat	Psi 27 ultra	Sensitivity Hardhat (Psi 27 ultra, 134 PSPs): One group become(s) SEL=14 Burninated(burned)(can't be countered)(Power Score: PSP cost -50%)
ultra	5	Mass Hexagon	Psi 29 ultra	Mass Hexagon (Psi 29 ultra, 157 PSPs): One group become(s) SEL=12 Helpless(unaware)(can't be countered)
ultra	5	Kinetic Maroon Cowbell(D&D5)	Psi 3.5 ultra	Kinetic Maroon Cowbell(D&D5) (Psi 3.5 ultra, 211 PSPs): One target take(s) LVLd12 Negative Energy / Death idmg(no save)
ultra	5	Id Archaeology	Psi 30 ultra	Id Archaeology (Psi 30 ultra, 258 PSPs): One group become(s) SEL=14 Raped(intrude)(half resist)
ultra	5	Plant Drama	Psi 30 ultra	Plant Drama (Psi 30 ultra, 157 PSPs): One group become(s) SEL=12 Lost in the Maelstrom(tenth resist)
ultra	5	Synaptic Value	Psi 5 ultra	Synaptic Value (Psi 5 ultra, 218 PSPs): One target become(s) SEL=12 Hexed(cursed)(half resist)
ultra	5	Pheromone Pollution	Psi -5 ultra	Pheromone Pollution (Psi -5 ultra, 269 PSPs): One group become(s) SEL=14 Ill(sick)(no save)
ultra	5	Animate Kettledrum	Psi 54 ultra	Animate Kettledrum (Psi 54 ultra, 272 PSPs): One target become(s) SEL=14 Ill(sick)(PPD save)
ultra	5	Passive Exchange	Psi 6 ultra	Passive Exchange (Psi 6 ultra, 54 PSPs): One target take(s) 1d4+CL Blob idmg(no save)
ultra	5	Momentum Actual Water	Psi 60 ultra	Momentum Actual Water (Psi 60 ultra, 108 PSPs): One group become(s) SEL=13 Croaked(gloom)(half resist)(Power Score: can do for 1Z)
ultra	5	Subjective Heaven	Psi 60 ultra	Subjective Heaven (Psi 60 ultra, 271 PSPs): One target become(s) SEL=12 Helpless(unaware)(no resist)
ultra	5	Telepathic Women(DC)	Psi 7 ultra	Telepathic Women(DC) (Psi 7 ultra, 96 PSPs): One ally create(s) a [x2] DL=HD+2 Special
ultra	5	Probability Seaplane	Psi 7 ultra	Probability Seaplane (Psi 7 ultra, 147 PSPs): One group convert(s) TH into "stun" of the same type(no save)
ultra	5	Invincible Mallet	Psi -7 ultra	Invincible Mallet (Psi -7 ultra, 150 PSPs): One target take(s) CLd10 Dex idmg
ultra	5	Endorphin Level	Psi 81 ultra	Endorphin Level (Psi 81 ultra, 186 PSPs): One group cure(s) SEL=13 Trashed(destructed)(half resist)
ultra	5	Taste Phone	Psi -9 ultra	Taste Phone (Psi -9 ultra, 125 PSPs): One target gain(s) SEL=12 Multiverse Displaced(tenth resist)
ultra+1	5	Strength Station	Psi 0.01 ultra+1	Strength Station (Psi 0.01 ultra+1, 179 PSPs): One group become(s) SEL=15 Frelled(broken)(no resist)
ultra+1	5	Chemical Description	Psi 1 ultra+1	Chemical Description (Psi 1 ultra+1, 106 PSPs): One group take(s) 6500 Creeping Anteatr idmg(no save)

ultra+1	5	Ghost T-Shirt	Psi -1 ultra+1	Ghost T-Shirt (Psi -1 ultra+1, 307 PSPs): One group has/have protection from SEL=15 Pwn3d(humiliate) status(no save)
ultra+1	5	Mind Veil	Psi 10 ultra+1	Mind Veil (Psi 10 ultra+1, 226 PSPs): You grant(s) immunity to all SEL=14 Eradicated(destroyed) spells and effects(Power Score: PSP cost -25%)
ultra+1	5	Body Hexagon	Psi 100 ultra+1	Body Hexagon (Psi 100 ultra+1, 258 PSPs): One target become(s) SEL=17 Totaled(destroyed)(half resist)
ultra+1	5	Trail Sailor	Psi -12 ultra+1	Trail Sailor (Psi -12 ultra+1, 328 PSPs): One group become(s) SEL=16 Decayed(sick)(no save)(Power Score: PSP cost -65%)
ultra+1	5	Conceal Connection	Psi 13 ultra+1	Conceal Connection (Psi 13 ultra+1, 99 PSPs): You grant(s) immunity to all SEL=12 Confounded(sick) spells and effects
ultra+1	5	Impossible Octave	Psi 14 ultra+1	Impossible Octave (Psi 14 ultra+1, 289 PSPs): One group cure(s) SEL=17 Vitrify(unaware)(tenth resist)
ultra+1	5	Absorb Night	Psi 18 ultra+1	Absorb Night (Psi 18 ultra+1, 144 PSPs): You gain(s) SEL=16 Vitalized(positive)
ultra+1	5	Poison Stool	Psi 20 ultra+1	Poison Stool (Psi 20 ultra+1, 208 PSPs): You grant(s) resistance to all SEL=12 Junked(destroyed) spells and effects
ultra+1	5	Conceal Cupboard	Psi 21 ultra+1	Conceal Cupboard (Psi 21 ultra+1, 378 PSPs): One group become(s) SEL=15 Frelled(broken)(no save)
ultra+1	5	Animal Hamburger	Psi 27 ultra+1	Animal Hamburger (Psi 27 ultra+1, 262 PSPs): One target become(s) SEL=17 Totaled(destroyed)(tenth resist)
ultra+1	5	Suppress Cute Lyric	Psi 27 ultra+1	Suppress Cute Lyric (Psi 27 ultra+1, 262 PSPs): One group grant(s) immunity to all SEL=14 Fraggd(humiliate) spells and effects(half resist)
ultra+1	5	Molecular Quail(Synnibarr)	Psi 27 ultra+1	Molecular Quail(Synnibarr) (Psi 27 ultra+1, 269 PSPs): You grant(s) immunity to all SEL=12 Confounded(sick) spells and effects
ultra+1	5	Id Faucet	Psi 29 ultra+1	Id Faucet (Psi 29 ultra+1, 377 PSPs): One group take(s) 5320 Creeping Faerie idmg(no resist)
ultra+1	5	Molecular Flat	Psi -3 ultra+1	Molecular Flat (Psi -3 ultra+1, 240 PSPs): One target take(s) 1d8+CL Fermionic Condensate (EE=8) idmg(no resist)
ultra+1	5	Mental Lake	Psi 36 ultra+1	Mental Lake (Psi 36 ultra+1, 236 PSPs): You cure(s) SEL=17 Vitrify(unaware)
ultra+1	5	Molecular Ceiling	Psi 5 ultra+1	Molecular Ceiling (Psi 5 ultra+1, 174 PSPs): You has/have protection from SEL=15 Pwn3d(humiliate) status
ultra+1	5	Plant Sienna Random	Psi -6 ultra+1	Plant Sienna Random (Psi -6 ultra+1, 358 PSPs): One group take(s) 1d10+LVL Californium 98 idmg(no save)
ultra+1	5	Mind Jacket	Psi 7 ultra+1	Mind Jacket (Psi 7 ultra+1, 179 PSPs): One target become(s) SEL=16 Screwed Over(slowed)(no resist)
ultra+1	5	Return Mint	Psi 81 ultra+1	Return Mint (Psi 81 ultra+1, 358 PSPs): You has/have protection from SEL=15 Pwn3d(humiliate) status
ultra+2	5	Inertial Decimal	Psi 0.01 ultra+2	Inertial Decimal (Psi 0.01 ultra+2, 411 PSPs): One target become(s) SEL=18 Calcify(unaware)(half resist)
ultra+2	5	Intellect Psychology	Psi 1 ultra+2	Intellect Psychology (Psi 1 ultra+2, 463 PSPs): One target become(s) SEL=19 Terminated w/ Extreme Prejudice(humiliate)(no resist)
ultra+2	5	Subjective Whiskey	Psi -1 ultra+2	Subjective Whiskey (Psi -1 ultra+2, 284 PSPs): One target become(s) SEL=20 Atomized(destroyed)(tenth resist)
ultra+2	5	Double Ceiling	Psi 100 ultra+2	Double Ceiling (Psi 100 ultra+2, 421 PSPs): One target convert(s) TH into "ii" of the same type(no save)
ultra+2	5	Danger Fog(Marvel)	Psi 16 ultra+2	Danger Fog(Marvel) (Psi 16 ultra+2, 273 PSPs): One group become(s) SEL=20 Atomized(destroyed)(can't be countered)
ultra+2	5	Thought Organ	Psi --2 ultra+2	Thought Organ (Psi --2 ultra+2, 149 PSPs): One group convert(s) hp into "ii" of the same type(PP save)
ultra+2	5	Sight Snowstorm(D&D5)	Psi 20 ultra+2	Sight Snowstorm(D&D5) (Psi 20 ultra+2, 212 PSPs): You convert(s) AC into "ii" of the same type
ultra+2	5	Taste Jasmine(D&D4)	Psi 23 ultra+2	Taste Jasmine(D&D4) (Psi 23 ultra+2, 236 PSPs): One group become(s) SEL=18 Fatalitied(humiliate)(half resist)
ultra+2	5	Sensitivity Dietician	Psi 27 ultra+2	Sensitivity Dietician (Psi 27 ultra+2, 410 PSPs): One group become(s) SEL=18 Calcify(unaware)(half resist)
ultra+2	5	Spatial Answer	Psi -6 ultra+2	Spatial Answer (Psi -6 ultra+2, 418 PSPs): One target become(s) SEL=19 Multilated(destroyed)(half resist)
ultra+2	5	Death Geography(D&D)	Psi 81 ultra+2	Death Geography(D&D) (Psi 81 ultra+2, 144 PSPs): One ally convert(s) hp into "ii" of the same type
ultra+2	5	Momentum Sea-Green Lunch	Psi 98 ultra+2	Momentum Sea-Green Lunch (Psi 98 ultra+2, 299 PSPs): One group take(s) 10200 Creeping Horseman idmg(tenth resist)
#N/A	5	Focus Dock(D&D5)	#N/A	Currently unknown(half resist)