

# Mystic Abilities / Spells:

Roll on Chart #A:

## Chart #A

%Roll: Type of abilities / spells:

01-50: Seeker level abilities / spells (Roll on Chart #B)

51-00: Adventurer level abilities / spells (Roll on Chart #C)

## Chart #B

%Roll: Seeker level abilities / spells:

01-50: ForeScry

51-00: Vision Path

# Chart #C

%Roll: Adventurer level abilities / spells:

01-10: Animal Evolution

11-20: Monster Evolution

21-30: Trauma Katana

31-40: Quake Katana

41-50: Tremor Katana

51-60: Thunder Katana

61-70: Glitche Seed

71-80: Reveal Past

81-90: Shapechange

91-00: Spore