Ability Card   Marcus Aurelius

Assess mind-state corruption

Tell me your current and maximum Ω scores.

Reality Check-In/May 25, 2013   Not Transferable

Ability Card   Marcus Aurelius

I am Incorporeal

The physical interaction fails to have any effect.

Reality Check-In/May 25, 2013   Not Transferable

Ability Card   Marcus Aurelius

Debug

Gain 5 Ω up to your maximum.

Reality Check-In/May 25, 2013   Not Transferable

Ability Card   Marcus Aurelius

Interact with Console

I can use this console.

Reality Check-In/May 25, 2013   Not Transferable

Ability Card   Not Transferable   Ability Card   Not Transferable

Ability Effect

Ability Effect

> Since you are incorporeal, attacks pass right through you. You take no damage and feel no effect. NOTE: you cannot attack anyone either. Additionally no one can pick up and/or move your body. Their hands pass right through it.

> If you spend 1 minute interacting with someone, you may use this ability on them to observe their current and maximum Ω score.

Reality Check-In   May 25, 2013   Reality Check-In   May 25, 2013

Ability Card   Not Transferable

Ability Effect

> You may increase someone's Ω score by 5 points, or up to their maximum, whichever is smaller. To do so,you must possess and destroy a **Trojan dewormer**. Note: You can interact with and pick up Trojan dewormers.

Reality Check-In   May 25, 2013

Ability Card   Not Transferable

Ability Effect

> You have the ability to interact with the Console in reality. You may use the console to destroy any item present in reality. To do this, make a count to 20 of "I destroy ¡insert item name¿ 1" "I destroy ¡insert item name¿ 2" etc. to a count of 50. This is an interruptable action. If you are interrupted, or stop for any reason, you must start your count over again.

Reality Check-In   May 25, 2013

Ability Card

Marcus Aurelius - Δ Packet

Make dream controller

I can make a device to get out of the simulation.

Reality Check-In/May 25, 2013

Not Transferable

Ability Card Not Transferable

Ability Effect

You can jury-rig the existing technology to create a device that can get you out of the simulation. You require the gem within the wedding ring as a focusing device. If you put the **completed mental amplifier**, the **completed head-mounted display**, and the **wedding ring** on a table, and spend five minutes using this ability, you can create the dream controller. When you do, destroy all three items and see a GM.

Reality Check-In   May 25, 2013

Ability Card   Reverend Cornelius

First Aid

I can heal people who are **Wounded**. This takes 1 minute and does **not** stop your bleeding-out timer.

Reality Check-In/May 25, 2013   Not Transferable

Ability Effect

You have the ability to perform first aid on a wounded person. To do so, spend 1 minute ministering to the person's wounds. If you successfully finish administering first aid before the person's bleeding-out timer runs out, they are now stabilized and will wake up at the end of the 5 minutes as if they had just been knocked unconscious. (This does **not** stop the wounded counter and a person can bleed out and die before you finish). **This ability has a 5 minute cool down.**

Reality Check-In   May 25, 2013

Ability Card

Lindis Curtis

First Aid

I can heal people who are **Wounded**. This takes 1 minute and does **not** stop your bleeding-out timer.

Reality Check-In/May 25, 2013

Not Transferable

Ability Effect

> You have the ability to perform first aid on a wounded person. To do so, spend 1 minute ministering to the person's wounds. If you successfully finish administering first aid before the person's bleeding-out timer runs out, they are now stabilized and will wake up at the end of the 5 minutes as if they had just been knocked unconscious. (This does **not** stop the wounded counter and a person can bleed out and die before you finish). **This ability has a 5 minute cool down.**

Ability Card   Lindis Curtis

First Aid

I can heal people who are **Wounded**. This takes 1 minute and does **not** stop your bleeding-out timer.

Reality Check-In/May 25, 2013   Not Transferable

Ability Effect

> You have the ability to perform first aid on a wounded person. To do so, spend 1 minute ministering to the person's wounds. If you successfully finish administering first aid before the person's bleeding-out timer runs out, they are now stabilized and will wake up at the end of the 5 minutes as if they had just been knocked unconscious. (This does **not** stop the wounded counter and a person can bleed out and die before you finish). **This ability has a 5 minute cool down.**

Reality Check-In   May 25, 2013

Ability Card   Kevin Gordon

Psych Lim: Mental Degradation

My memory is deteriorating.

Reality Check-In/May 25, 2013   Not Transferable

Ability Card   Kevin Gordon

Collect blood sample

I am taking a sample of blood from you.

Reality Check-In/May 25, 2013   Not Transferable

Ability Card   Kevin Gordon

Possess an Alien Body

I can possess an alien body in reality.

Reality Check-In/May 25, 2013   Not Transferable

Ability Card   Not Transferable

Ability Effect

> Thirty minutes into the game, and every thirty minutes thereafter, lower your Ω score by 1. Ignore this ability if you are in control of your real body, for the duration of time you are in your body.

Reality Check-In   May 25, 2013

Ability Card   Not Transferable

Ability Effect

> If you spend 1 minute with a syringe item, a vial item, and a willing or helpless character, take a blank item sheet and write "X's blood" on it. This consumes the vial (but not the syringe).

Reality Check-In   May 25, 2013

Ability Card   Not Transferable

Ability Effect

> You have the ability to possess an alien body if you leave the simulation and return to your body. *You lack the ability to possess a robot body.*

Reality Check-In   May 25, 2013

Ability Card   Kevin Gordon - Δ Packet

Make dream controller

I can make a device to get out of the simulation.

Reality Check-In/May 25, 2013   Not Transferable

Ability Card   Not Transferable

Ability Effect

You can jury-rig the existing technology to create a device that can get you out of the simulation. You require the gem within the wedding ring as a focusing device. If you put the **completed mental amplifier**, the **completed head-mounted display**, and the **wedding ring** on a table, and spend five minutes using this ability, you can create the dream controller. When you do, destroy all three items and see a GM.

Reality Check-In   May 25, 2013

Ability Card   Bailey Pulaski

Pick Pocket

I can pick pockets.

Reality Check-In/May 25, 2013   Not Transferable

Ability Card   Bailey Pulaski

Puppy-Dog Eyes

Give me my stuffed animal.

Reality Check-In/May 25, 2013   Not Transferable

Ability Effect

> You can pick pockets. You have a sheet of **stickers**. If you can place a sticker undetected on the person you want to steal from, find a GM. You can steal one random item or attempt to steal one specific item. For a specific item, give the GM a description of the item you want to steal and the GM will determine if your grab is successful and if it is, take the item from your victim and give it to you. If they do not have that item, you get nothing. For a random item, tell the GM you want to steal a random item and the GM will take one item from your victim and give it to you. You may also use this ability to place an item in someone's pocket. In this case, give the item you want to place to a GM. If you are caught trying to place the sticker, you must tell your victim that they caught you attempting to pickpocket them. **NOTE:** you may not pickpocket Bulky items.

Ability Effect

> If you are in the 1 ZOC and line-of sight of an adult, you may use this ability on them. You ask them for your stuffed animal back. They must return the stuffed animal to you. *You may only use this ability once on each adult.*

Ability Card Patricia Smith

Assess mind-state corruption

Tell me your current and maximum Ω scores.

Reality Check-In/May 25, 2013 Not Transferable

Ability Card Patricia Smith

Detect Data

Tell me your β score.

Reality Check-In/May 25, 2013 Not Transferable

Ability Card Patricia Smith

Psych Lim: Mental Degradation

My memory is deteriorating.

Reality Check-In/May 25, 2013 Not Transferable

Ability Card Patricia Smith

Possess an Alien Body

I can possess an alien body in reality.

Reality Check-In/May 25, 2013 Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

You have a flair for finding data density. You can track down super-dense concentrations of data by seeing if it is leaking onto beings around it. If they have a β score of 0, they are free of leaked data. If they have a β score of 1, they have been close to the data-leaking item. If they have a β score of 2, they have been in close, likely continuous, contact with a data-leaking item.

Reality Check-In

May 25, 2013

Ability Effect

If you spend 1 minute interacting with someone, you may use this ability on them to observe their current and maximum Ω score.

Reality Check-In

May 25, 2013

Ability Card

Not Transferable

Ability Effect

Thirty minutes into the game, and every thirty minutes thereafter, lower your Ω score by 1. Ignore this ability if you are in control of your real body, for the duration of time you are in your body.

Reality Check-In

May 25, 2013

Ability Card

Not Transferable

Ability Effect

You have the ability to possess an alien body if you leave the simulation and return to your body. *You lack the ability to possess a robot body.*

Reality Check-In

May 25, 2013

Ability Card   Patricia Smith - Δ Packet

Make dream controller

I can make a device to get out of the simulation.

Reality Check-In/May 25, 2013   Not Transferable

Ability Effect

You can jury-rig the existing technology to create a device that can get you out of the simulation. You require the gem within the wedding ring as a focusing device. If you put the **completed mental amplifier**, the **completed head-mounted display**, and the **wedding ring** on a table, and spend five minutes using this ability, you can create the dream controller. When you do, destroy all three items and see a GM.

Reality Check-In   May 25, 2013