

Ability Card

Marcus Aurelius

## Assess mind-state corruption

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

Reality Check-In/September 14, 2012

Not Transferable

Ability Card

Marcus Aurelius

## Debug

You may increase someone's  $\Omega$  score, but you must possess and destroy a Trojan dewormer to do so. You can also pick up Trojan dewormers.

Reality Check-In/September 14, 2012

Not Transferable

Ability Card

Not Transferable

Ability Effect

Tell me your current and maximum  $\Omega$  scores.

Reality Check-In

September 14, 2012

Ability Card

Not Transferable

Ability Effect

Gain 5  $\Omega$  up to your maximum.

Reality Check-In

September 14, 2012

Ability Card

Marcus Aurelius - Δ Packet

## Make dream controller

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/September 14, 2012

Not Transferable

Ability Card

Not Transferable

Ability Effect

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

Reality Check-In

September 14, 2012

Ability Card

Kelly Gordon

## Psych Lim: Mental Degradation

Thirty minutes into the game, and every thirty minutes thereafter, lower your  $\Omega$  score by 1. Tear up this ability if you are in control of your real body.

Reality Check-In/September 14, 2012

Not Transferable

Ability Card

Kelly Gordon

## Collect blood sample

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/September 14, 2012

Not Transferable

Ability Card

Kelly Gordon

## Possess an Alien Body

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

Reality Check-In/September 14, 2012

Not Transferable

Ability Card

Not Transferable

Ability Effect

My memory is deteriorating.

Reality Check-In

September 14, 2012

Ability Card

Not Transferable

Ability Effect

Field xenobiology is my specialty.

Reality Check-In

September 14, 2012

Ability Card

Not Transferable

Ability Effect

I can possess an alien body in reality.

Reality Check-In

September 14, 2012

Ability Card

Kelly Gordon - Δ Packet

## Make dream controller

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/September 14, 2012

Not Transferable

Ability Card

Not Transferable

**Ability Effect**

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

Reality Check-In

September 14, 2012



Ability Card

Billy Pulaski

## Pick Pocket

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

Reality Check-In/September 14, 2012

Not Transferable

Ability Card

Billy Pulaski

## Puppy-Dog Eyes

If you are in the 1 ZOC and line-of sight of an adult, you may use this ability on them. You may ask them for your teddy bear back. You may only use this once on each adult.

Reality Check-In/September 14, 2012

Not Transferable

Ability Card

Not Transferable

**Ability Effect**

I can pick pockets.

Reality Check-In

September 14, 2012

Ability Card

Not Transferable

**Ability Effect**

Give me the teddy bear.

Reality Check-In

September 14, 2012

Ability Card

Patricia Smith

## Assess mind-state corruption

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Reality Check-In/September 14, 2012

Not Transferable

Ability Card

Patricia Smith

## Psych Lim: Mental Degradation

Thirty minutes into the game, and every thirty minutes thereafter, lower your  $\Omega$  score by 1. Tear up this ability if you are in control of your real body.

Reality Check-In/September 14, 2012

Not Transferable

Ability Card

Patricia Smith

## Possess an Alien Body

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

Reality Check-In/September 14, 2012

Not Transferable

Ability Card

Not Transferable

Ability Effect

Tell me your current and maximum  $\Omega$  scores.

Reality Check-In

September 14, 2012

Ability Card

Not Transferable

Ability Effect

My memory is deteriorating.

Reality Check-In

September 14, 2012

Ability Card

Not Transferable

Ability Effect

I can possess an alien body in reality.

Reality Check-In

September 14, 2012

Ability Card

Patricia Smith - Δ Packet

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September 14, 2012