

Seth Ashford / Whitesheets

(This counts as a transferable ability)

This is a stack of research notes on how to build a head-mounted display, and modify it to read and respond to the mental patterns of the wearer. If you are not the original owner of this whitesheet, you will have to spend five minutes studying it before you can begin any of the tasks.

The display is meant to be completed in a suitably-equipped workshop, but you think it might be possible using household materials. To create the “Completed head-mounted display” (Item #772), you must complete the following tasks:

1. Bounce your ideas for jury rigging the display off of someone. To do this, spend 2 minutes explaining what you plan to do to another character.
2. Test the incomplete head-mounted display on someone other than yourself. To do this, declare that you are putting the head-mounted display on. You must have a willing or helpless (but conscious) volunteer. Hand the item card “Incomplete head-mounted display” to the character you are putting it on. They spend 3 minutes in a unable to interact with anyone or anything, since they have the non-functional display on.
3. Next you need to collect the following items:
 - (a) The “Incomplete head-mounted display” (Item #771)
 - (b) A **processor (often found in personal laptops)**
 - (c) A **magnet**
 - (d) A **soldering iron**
4. Then, spend three minutes in total secrecy with all of the items, assembling the display. Constructing the display will destroy all of the items. When this is complete, you can see a GM to receive the item card, or simply modify Item #771.
5. Test the completed head-mounted display on someone else. To do this, declare that you are putting the head-mounted display on someone, and hand them the item. You must have a willing or helpless (but conscious) volunteer. They spend 3 minutes inside a simulated war game, and see everything around them as a war zone. This includes seeing other characters as soldiers. Roleplay accordingly.

Once it has been tested, your head-mounted display is ready for use. Congratulations.

Reverend Cornelius / Whitesheets

(This is an in game, transferable item)

The Prophecy for the End of Times

You will know the end of the world to be nigh when much of the world ceases to exist. Many will be lost, but you must not grieve. Else miss your chance, And all is lost.

You will not trust your senses, and strange aberrations will infest your beloved spaces. Take care that you do not become corrupted by chaos.

You will find the saviors of the world by their persistence in the shrunken world. Whether previously intended or not, now they must become, Husband and wife.

You will learn that time is short, because no wedding may occur in darkness. Succeed in this most sacred ritual of Virtuism, and all Shall be made right.

Jacqueline Pulaski / Whitesheets

(This counts as a transferable ability)

This is a stack of research notes on how to build a mental amplifier, which increases a wearer's brain patterns so they are easier to read by other machines such as MRIs. If you are not the original owner of this whitesheet, you will have to spend five minutes studying it before you can begin any of the tasks.

The amplifier is meant to be completed in a suitably-equipped workshop, but you think it might be possible using household materials. To create the "Completed mental amplifier" (Item #774), you must complete the following tasks:

1. Bounce your ideas for jury rigging the amplifier off of someone. To do this, spend 2 minutes explaining what you plan to do to another character.
2. Test the incomplete mental amplifier on someone other than yourself. To do this, declare that you are activating the mental amplifier. You must have a willing or helpless (but conscious) volunteer. Hand the item card "Incomplete mental amplifier" to the character you are activating it on. They spend 3 minutes unable to speak or otherwise communicate with anyone. When you turn the amplifier off, they can't remember anything and have total amnesia for three minutes (their memories return intact at the end of this time) role-play accordingly.
3. Next you need to collect the following items:
4. Collect the following items:
 - (a) The **Incomplete mental amplifier (Item #773)**
 - (b) **A solenoid (often found in television sets)**
 - (c) **Some copper wire**
 - (d) **Some steel wool**
5. : Then, spend three minutes in total secrecy with all of the items, assembling the display. Constructing the display will destroy all of the items. When this is complete, you can see a GM to receive the item card, or simply modify Item #773.
6. Test the completed mental amplifier on someone else. To do this, declare that you are activating the mental amplifier on someone, and hand them the item. You must have a willing or helpless (but conscious) volunteer. They spend 3 minutes babbling incessantly in a "stream of consciousness" fashion.

Once it has been tested, your mental amplifier is ready for use. Congratulations.

