

Ability Card

Marcus Aurelius (Paul Kivelson)

## 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/December 1st, 2012

Not Transferable

Ability Card

Marcus Aurelius (Paul Kivelson)

## I am Incorporeal

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.

Reality Check-In/December 1st, 2012

Not Transferable

Ability Card

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## Debug

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

Reality Check-In/December 1st, 2012

Not Transferable

Ability Card

Marcus Aurelius (Paul Kivelson)

## Interact with Console

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 50 of "I destroy jinsert item name<sub>i</sub> 1" "I destroy jinsert item name<sub>i</sub> 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/December 1st, 2012

Not Transferable

Ability Card

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Ability Effect

Ability Effect

The physical interaction fails to have any effect.

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

Reality Check-In

December 1st, 2012

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Ability Card

Not Transferable

Ability Effect

Gain 5  $\Omega$  up to your maximum.

Reality Check-In

December 1st, 2012

Ability Card

Not Transferable

Ability Effect

I can use this console.

Reality Check-In

December 1st, 2012

Ability Card

Marcus Aurelius (Paul Kivelson) - 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/December 1st, 2012

Not Transferable

Ability Card

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Ability Effect

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

Reality Check-In

December 1st, 2012

Ability Card

Kevin Gordon (Winfield Brown)

## Psych Lim: Mental Degradation

Thirty minutes into the game, and every thirty minutes thereafter, lower your  $\Omega$  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/December 1st, 2012

Not Transferable

Ability Card

Kevin Gordon (Winfield Brown)

## 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/December 1st, 2012

Not Transferable

Ability Card

Kevin Gordon (Winfield Brown)

## Possess an Alien Body

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/December 1st, 2012

Not Transferable

Ability Card

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Ability Effect

My memory is deteriorating.

Reality Check-In

December 1st, 2012

Ability Card

Not Transferable

Ability Effect

I am taking a sample of blood from you.

Reality Check-In

December 1st, 2012

Ability Card

Not Transferable

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I can possess an alien body in reality.

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Ability Card

Bailey Pulaski (Meghana Manickam)

## 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

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Ability Card

Bailey Pulaski (Meghana Manickam)

## 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. They must return the teddy bear to you. *You may only use this once on each adult.*

Reality Check-In/December 1st, 2012

Not Transferable

Ability Card

Not Transferable

Ability Effect

I can pick pockets.

Reality Check-In

December 1st, 2012

Ability Card

Not Transferable

Ability Effect

Give me the teddy bear.

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December 1st, 2012

Ability Card

Patricia Smith (Yvonne Kung)

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Patricia Smith (Yvonne Kung)

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My memory is deteriorating.

Reality Check-In

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I can possess an alien body in reality.

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