

Ability Card

Adriana

Summon Guards

You summon the Royal Guards to bring one other PC to the Royal Dungeons. You must walk with the guards, as they escort your target into the dungeons. There are a maximum of 3 people in the dungeon at any one time.

The Neptune Ball/NA

Not Transferable

Ability Card

Adriana

Merengue

You know how to Merengue. If you would like to teach this to someone else, show them this card, then spend 5 minutes roleplaying teaching them (feel free to actually teach them if you know how).

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

Guards appear and roughly grab your arms.
They assist me in escorting you to the dungeon.
You are restrained as we walk.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

I teach you the basics of Merengue. Learn
enough to fake it out of game, then go to the
ballroom to get a copy of this ability.

The Neptune Ball

NA

Ability Card

Hermes Aquilino

Religious Rites

You know how to perform different priestly rites, including, but not limited to, performing blessings, last rites, and weddings. Roleplay as you see fit given the gravity of the rite you perform. This may include requiring a certain number of participants and should definitely include a preacher voice as you wax poetic about the Moon and/or the Tides.).

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

I perform a religious ceremony.

The Neptune Ball

NA

Ability Card

Ariel

First Aid

Spend 1 minute roleplaying ministering to your patient. At the end of this minute, if they have not already died, show this card to them. They are no longer wounded or bloody.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

You are no longer wounded or bloody. Take off
you red headband immediately nd wake up after
2 minutes.

The Neptune Ball

NA

Ability Card

Desara

Cross Step Waltz

You know how to Cross Step Waltz. If you would like to teach this to someone else, show them this card, then spend 5 minutes roleplaying teaching them (feel free to actually teach them if you know how).

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

I teach you the basics of Cross Step Waltz.
Learn enough to fake it out of game, then go to
the ¡ballroom¿ to get a copy of this ability.

The Neptune Ball

NA

Ability Card

Gladius

Psychlim: Shape shifting Disrupted

If a dispel spell is cast on you (ask OOC if you aren't sure), the magic disrupts your shape shifting for a time. If a **Lesser Dispel** is cast on you, you turn into a human for a split second. If a **Greater Dispel** is cast on you, you turn into a human for 5 minutes (put on a green headband for the duration). If an **Absolute Dispel** is cast on you, you turn into a human for the rest of game (put on a green headband for the rest of game). In all cases, tell any observers what they see.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ask me what you see.

The Neptune Ball

NA

Ability Card

Jared

Psychlim: Shape shifting Disrupted

If a dispel spell is cast on you (ask OOC if you aren't sure), the magic disrupts your shape shifting for a time, turning you into a CR 5 shark for the duration. Put on a shark headband. You go into a blind rage and attack anyone you can see with knockout attacks. You have vague control of your choice of targets, but prioritize those with red headbands. The transformation takes about 5 seconds (tell any observers what they see), and lasts until you are rendered unconscious, you can no longer see any conscious players, or the only conscious players left in sight have resisted your attacks this rampage. At that time, turn back, and if you are not already unconscious, fall unconscious for 1 minute.

The Neptune Ball/NA

Not Transferable

Ability Card

Jared

Cross Step Waltz

You know how to Cross Step Waltz. If you would like to teach this to someone else, show them this card, then spend 5 minutes roleplaying teaching them (feel free to actually teach them if you know how).

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

I turn into a shark.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

I teach you the basics of Cross Step Waltz.
Learn enough to fake it out of game, then go to
the ballroom to get a copy of this ability.

The Neptune Ball

NA

Ability Card

Minerva

Merengue

You know how to Merengue. If you would like to teach this to someone else, show them this card, then spend 5 minutes roleplaying teaching them (feel free to actually teach them if you know how).

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

I teach you the basics of Merengue. Learn enough to fake it out of game, then go to the ballroom to get a copy of this ability.

The Neptune Ball

NA

Ability Card

Minerva - Remove Disguise

Remove Disguise

When you use this ability, put on a purple headband. You reveal your true self, Queen Minerva. Open your “(Memory/Event Packet for R Envelope)”.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

I tear off my mask, alter my posture, and suddenly look totally different.

The Neptune Ball

NA

Ability Card

Minerva - Remove Disguise - R Envelope

Summon Guards

You summon the Royal Guards to bring one other PC to the Royal Dungeons. You must walk with the guards, as they escort your target into the dungeons. There are a maximum of 3 people in the dungeon at any one time.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

Guards appear and roughly grab your arms.
They assist me in escorting you to the dungeon.
You are restrained as we walk.

The Neptune Ball

NA

Ability Card

Morvyn

No

This ability is the culmination of your will that you have built up over several years. You may refuse any one command that Pearl gives you and become immune to her commands for 30 seconds. This allows you to ignore the effects of the Enslavement (999), **but not** the Identity Protection (999). This ability is single use.

The Neptune Ball/NA

Not Transferable

Ability Card

Morvyn

Swing

You know how to Swing. If you would like to teach this to someone else, show them this card, then spend 5 minutes roleplaying teaching them (feel free to actually teach them if you know how).

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

I refuse.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

I teach you the basics of Swing. Learn enough to fake it out of game, then go to the ballroom to get a copy of this ability.

The Neptune Ball

NA

Ability Card

Osiris

Summon Guards

You summon the Royal Guards to bring one other PC to the Royal Dungeons. You must walk with the guards, as they escort your target into the dungeons. There are a maximum of 3 people in the dungeon at any one time.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

Guards appear and roughly grab your arms.
They assist me in escorting you to the dungeon.
You are restrained as we walk.

The Neptune Ball

NA

Ability Card

Pearl

Sense Magic

If you talk to someone for one minute, you may use this ability on them.

The Neptune Ball/NA

Not Transferable

Ability Card

Pearl

Siphon Soul

You draw a mote of the target's soul to pay the cost of a spell or potion. One draw is enough to pay for any spell or potion you can make in game, but feel free to charge more for more difficult or dangerous ones. **This ability cannot be used on targets that are already bloody (wearing a red headband)**

The Neptune Ball/NA

Not Transferable

Ability Card

Pearl

Lesser Dispel

Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your "working hand" size by 1 for the duration of the session. Can disrupt shape shifters.

The Neptune Ball/NA

Not Transferable

Ability Card

Pearl

Greater Dispel

Can break spells up to level-4. Can be used on magical locks to increase your "working hand" size by 2 for the duration of the session. Can disrupt shape shifters.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

I draw a piece of your soul out through a cut in your arm. Put on a red headband for 10 minutes and suffer -1 CR for as long as you wear the red headband.

Tell me your α score and show me all items labeled “magical effect”.

The Neptune Ball

NA

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

A faint light glows around you.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

A strong light glows around you.

The Neptune Ball

NA

Ability Card

Pearl - Monster Transformation

Monster Transformation

When you use this ability, call a game halt and find a GM. You resist any darkwater attack currently being leveled at you, break any restrains, and turn into a 10 foot tall terror of the deep. See the associated greensheet.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

I become invulnerable, break any restrains, and turn into a giant monster. Rawr!

The Neptune Ball

NA

Ability Card

Pearl - M Envelope

Lesser Dispel

Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your “working hand” size by 1 for the duration of the session. Can disrupt shape shifters.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

A faint light glows around you.

The Neptune Ball

NA

Ability Card

Sebastian

Lesser Dispel

Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your “working hand” size by 1 for the duration of the session. Can disrupt shape shifters.

The Neptune Ball/NA

Not Transferable

Ability Card

Sebastian

Sense Magic

If you talk to someone for one minute, you may use this ability on them.

The Neptune Ball/NA

Not Transferable

Ability Card

Sebastian

Teleport

When you use this ability, you go 'Not Here' and immediately move directly to any other location in game. You do not see or hear anything during this movement, and when you arrive, return from 'Not Here.' You may use this ability from anywhere in game and even while restrained, though not if you are unconscious. This is a single use ability.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

A faint light glows around you.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

Tell me your α score and show me all items
labeled “magical effect”.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

I vanish.

The Neptune Ball

NA

Ability Card

Sebastian - R Envelope

Summon Guards

You summon the Royal Guards to bring one other PC to the Royal Dungeons. You must walk with the guards, as they escort your target into the dungeons. There are a maximum of 3 people in the dungeon at any one time.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

Guards appear and roughly grab your arms.
They assist me in escorting you to the dungeon.
You are restrained as we walk.

The Neptune Ball

NA

Ability Card

Triton

First Aid

Spend 1 minute roleplaying ministering to your patient. At the end of this minute, if they have not already died, show this card to them. They are no longer wounded or bloody.

The Neptune Ball/NA

Not Transferable

Ability Card

Triton

Summon Guards

You summon the Royal Guards to bring one other PC to the Royal Dungeons. You must walk with the guards, as they escort your target into the dungeons. There are a maximum of 3 people in the dungeon at any one time.

The Neptune Ball/NA

Not Transferable

Ability Card

Triton

Merengue

You know how to Merengue. If you would like to teach this to someone else, show them this card, then spend 5 minutes roleplaying teaching them (feel free to actually teach them if you know how).

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

You are no longer wounded or bloody. Take off
you red headband immediately nd wake up after
2 minutes.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

Guards appear and roughly grab your arms.
They assist me in escorting you to the dungeon.
You are restrained as we walk.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

I teach you the basics of Merengue. Learn
enough to fake it out of game, then go to the
;ballroom; to get a copy of this ability.

The Neptune Ball

NA

Ability Card

Valerie

First Aid

Spend 1 minute roleplaying ministering to your patient. At the end of this minute, if they have not already died, show this card to them. They are no longer wounded or bloody.

The Neptune Ball/NA

Not Transferable

Ability Card

Valerie

Lesser Dispel

Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your “working hand” size by 1 for the duration of the session. Can disrupt shape shifters.

The Neptune Ball/NA

Not Transferable

Ability Card

Valerie

Sense Magic

If you talk to someone for one minute, you may use this ability on them.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

You are no longer wounded or bloody. Take off you red headband immediately nd wake up after 2 minutes.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

A faint light glows around you.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

Tell me your α score and show me all items labeled “magical effect”.

The Neptune Ball

NA

Ability Card

Willow

Inspiration

Use only when solving a trivia question or puzzle (as part of a riddle chain). Go find a GM and ask them the answer to one of the questions. You may use this ability twice in game at least 1 minute apart. If in doubt as to whether a question qualifies, ask a GM.

The Neptune Ball/NA

Not Transferable

Ability Card

Willow

Swing

You know how to Swing. If you would like to teach this to someone else, show them this card, then spend 5 minutes roleplaying teaching them (feel free to actually teach them if you know how).

The Neptune Ball/NA

Not Transferable

Ability Card

Willow

Run Away

When you are affected by a CR-based attack, show this ability to your attacker. You become immune to CR-based attacks for 15 seconds, during which you must flee the dangerous situation, attempting to find your mother as soon as possible. This ability only refreshes when you spend one minute receiving comfort from your mother or another family member (roleplay accordingly).

The Neptune Ball/NA

Not Transferable

Ability Card

Willow

Unnoticed

When you use this ability, you are effectively invisible for 2 minutes. Set your egg timer for 2 minutes and go 'Not Here.' At the end of the 2 minutes, when the timer goes off, announce to anyone nearby 'You see me,' and come back from 'Not Here.' You can activate this ability when no one can see you.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

I teach you the basics of Swing. Learn enough to fake it out of game, then go to the ballroom to get a copy of this ability.

I know, I know!

The Neptune Ball

NA

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

Your ability has no effect.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

You don't see me.

The Neptune Ball

NA

Ability Card

-015 - Magical Runic Circle (-015)

Lesser Dispel

Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your “working hand” size by 1 for the duration of the session. Can disrupt shape shifters.

The Neptune Ball/NA

Not Transferable

Ability Card

-015 - Magical Runic Circle (-015)

Lesser Dispel

Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your “working hand” size by 1 for the duration of the session. Can disrupt shape shifters.

The Neptune Ball/NA

Not Transferable

Ability Card

-015 - Magical Runic Circle (-015)

Lesser Dispel

Can completely remove a magical effect of level-2 or lower. Can be used on magical locks to increase your “working hand” size by 1 for the duration of the session. Can disrupt shape shifters.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

A faint light glows around you.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

A faint light glows around you.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

A faint light glows around you.

The Neptune Ball

NA