

Ability Card

Adriana (Melissa DeMers)

## 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

Aretis Aquilino (Maia Peirce)

## 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

Aretis Aquilino (Maia Peirce)

## Forgery

You have contacts outside of the palace who may be able to assist you in forging certain documents. You can interact with the G packet in the entryway. *You can only forge documents that specifically reference this ability.* In order to use this mechanic, drop off a piece of Waterproof Paper (701) in envelope 1, then return 10 minutes later to receive the document from your contact (take the item from envelope 2).

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Effect

I perform a religious ceremony.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

I am talking with a page.

The Neptune Ball

NA

Ability Card

Ariel (Rachael Monosson)

## 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

Ariel (Rachael Monosson)

## 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

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

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

Ash (Daniel Kane)

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 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

Gladius (Wael Salloum)

## 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

Iris (Sarah Terman)

## 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

Iris (Sarah Terman)

## Remove Disguise

When you use this ability, put on a purple headband. You reveal your true self, Queen Iris of Atlantica!

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

Not Transferable

Ability Effect

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

The Neptune Ball

NA

Ability Card

Jared (John Bauer)

## 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 (John Bauer)

## 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

Mirage (Kasiemobi Udo-okoye)

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

Morvyn (Peter Lofgren)

## 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 by showing her this ability. This allows you to ignore the effects of the Enslavement (748), **but not** the Identity Protection (438). This ability is single use.

The Neptune Ball/NA

Not Transferable

Ability Card

Morvyn (Peter Lofgren)

## 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

Pearl (Caitlin Seal)

## 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 (Caitlin Seal)

## 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 (Caitlin Seal)

## 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 (Caitlin Seal)

## 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  $\alpha$  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 and dispels all magical effects of level 2 or lower.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

A strong light glows around you and dispels all magical effects of level 4 or lower.

The Neptune Ball

NA

Ability Card      Pearl (Caitlin Seal) - 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 out of anything restraining you, 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 (Caitlin Seal) - 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

Pearl (Caitlin Seal) - M Envelope

## 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

A faint light glows around you and dispels all magical effects of level 2 or lower.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

Tell me your  $\alpha$  score and show me all items labeled “magical effect”.

The Neptune Ball

NA



Ability Card

Sebastian (Matthew Fisher)

## 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 (Matthew Fisher)

## 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 (Matthew Fisher)

## 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 and dispels all magical effects of level 2 or lower.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

Tell me your  $\alpha$  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

Triton (Morgan Penngarth)

## 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 (Morgan Penngarth)

## 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 and wake up after 2 minutes.

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 (Caroline Suen)

## 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 (Caroline Suen)

## 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 (Caroline Suen)

## 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 and wake up after 2 minutes.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

A faint light glows around you and dispels all magical effects of level 2 or lower.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

Tell me your  $\alpha$  score and show me all items labeled “magical effect”.

The Neptune Ball

NA

Ability Card

-015 - 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 - 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 - 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 and dispels all magical effects of level 2 or lower.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

A faint light glows around you and dispels all magical effects of level 2 or lower.

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

A faint light glows around you and dispels all magical effects of level 2 or lower.

The Neptune Ball

NA



Ability Card

Owned by GMs

## Moon Blades

Your unarmed attacks become capable of wounding, and dont cause the target to bleed.

The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

## Protection of the Moon

Once per game, you may resist any one attack currently in progress against you, no matter how powerful, and any attack made against you for the next 10 seconds. This works against waylays as well.

The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

## Moon Cloak

Two times in the game, you may go “Not Here” for two minutes. At the end of this time, you pop back into existence - show anyone who sees you this ability. In this state, you can see and hear everything around you, but other people can not see or hear you (inform them of this). You may only use this ability when not observed.

The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

## Protection of the Moon

Once per game, you may resist any one attack currently in progress against you, no matter how powerful, and any attack made against you for the next 10 seconds. This works against waylays as well.

The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

## Moonsight

3 times per game, you may spend 3 minutes alone casting the Tarot. At the end of this time you may ask the Moon Goddess (a GM) a question. The Moon Goddess may or may not choose to answer your question, but a refusal will not use up your uses of this ability.

The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

## Protection of the Moon

Once per game, you may resist any one attack currently in progress against you, no matter how powerful, and any attack made against you for the next 10 seconds. This works against waylays as well.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

A bright pulse of moonlight deflects your strike.

My forearms sprout blades of light.

The Neptune Ball

NA

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

A bright pulse of moonlight deflects your strike.

I pop into existence.

The Neptune Ball

NA

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

A bright pulse of moonlight deflects your strike.

My eyes glow bright with moonlight.

The Neptune Ball

NA

The Neptune Ball

NA

Ability Card

Owned by GMs

## Clarity of the Moon

You glow with divine authority. If the last statement that the person you're talking to told you was a lie, they must tell you so. If it was a half truth, they must tell you that as well. Otherwise, they may tell you that it was the unvarnished truth. Tell them out of game that they may not lie on this.

The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

## Truth of the Moon

Once per game, when you are legitimately telling the truth, you may use this ability to compel one person to believe you. This does not work on NPCs.

The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

## Dexterity of the Moon

You open your mind to the light of the Goddess and feel your fingers grow lighter than ever. Your working hand size for lockpicking increases by 1. Every time you fail to pick a lock, reduce the difficulty by 1, instead of every second time as stated on the greensheet.

The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

## Truth of the Moon

Once per game, when you are legitimately telling the truth, you may use this ability to compel one person to believe you. This does not work on NPCs.

The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

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Ability Card

Owned by GMs

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The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

You believe that I am telling the truth.

I glow with moonlight. If your last statement was a lie or a half-truth, you must tell me so out of game.

The Neptune Ball

NA

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

You believe that I am telling the truth.

My fingers grow faintly and move more quickly.

The Neptune Ball

NA

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

You believe that I am telling the truth.

You believe that I am telling the truth.

The Neptune Ball

NA

The Neptune Ball

NA

Ability Card

Owned by GMs

## Temperance of the Moon

You call with divine authority for everyone around you to stop hostilities. Anyone within earshot of you cannot initiate any sort of combat for 5 minutes, though this does not affect attacks in progress. This has no effect within sight of a black headband. This is a one use ability.

The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

## 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

Owned by GMs

## Temperance of the Moon

You call with divine authority for everyone around you to stop hostilities. Anyone within earshot of you cannot initiate any sort of combat for 5 minutes, though this does not affect attacks in progress. This has no effect within sight of a black headband. This is a one use ability.

The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

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The Neptune Ball/NA

Not Transferable

Ability Card

Owned by GMs

## Moon Joy

You are filled with an immeasurable joy, wiping away the depression you've been feeling lately. Immediately increase your  $\beta$  score cap by 2 and immediately fill your  $\beta$  to your new maximum. You may use this ability once in the rest of game to recall this joy and increase your  $\beta$  score by 2.

The Neptune Ball/NA

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

Ask me what you see.

I call with divine authority for everyone to STOP.

The Neptune Ball

NA

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

Ability Effect

Ask me what you see.

I call with divine authority for everyone to STOP.

The Neptune Ball

NA

The Neptune Ball

NA

Ability Card

Not Transferable

Ability Effect

I beam with happiness.

The Neptune Ball

NA