Asylum *Summer 1991*

Cleric 3

You are a level 3 Cleric

Ability Card *Not Transferable*

Asylum *Summer 1991*

Cleric 3

You are a level 3 Cleric

Ability Card *Not Transferable*

Asylum

Mangled Hand

Your left has has been mangled
you got the wound a long time ago

Ability Card *Summer 1991*

Not Transferable

Asylum *Summer 1991*

Thaumaturgy 4

You are a master, a level 4 Thaumaturge

Ability Card *Not Transferable*

Asylum *Summer 1991*

Thaumaturgy 3

You are a level 3 Thaumaturge

Ability Card *Not Transferable*

Asylum

Thaumaturgy 4

You are a master, a level 4 Thaumaturge

Summer 1991

Ability Card *Not Transferable*

Asylum *Summer 1991*

Alchemy 3

You are almost a master, a level 3 Alchemist

Ability Card *Not Transferable*

Asylum *Summer 1991*

Alchemy 3

You are a level 3 Alchemist

Ability Card *Not Transferable*

Asylum

Ability Card

Alchemy 5

You are a master, a level 5 Alchemist

Summer 1991

Not Transferable

Asylum *Summer 1991*

Sorcery 4

You are a master, a level 4 Sorceror

Ability Card *Not Transferable*

Asylum *Summer 1991*

Sorcery 4

You are a master, a level 4 Sorceror

Ability Card *Not Transferable*

Asylum

Sorcery 6

You are a master, a level 6 Sorceror

Ability Card *Summer 1991*

Not Transferable

Asylum *Summer 1991*

Wizardry 3

You are a level 3 Wizard

Ability Card *Not Transferable*

Asylum *Summer 1991*

Wizardry 4

You are a level 3 Wizard

Ability Card *Not Transferable*

Asylum

Demon

You know a lot about wizardry, demons, and Ug.

Ability Card *Summer 1991*

Not Transferable

Asylum *Summer 1991*

Wizardry 6

You are a level 6 Wizard

Ability Card *Not Transferable*

Asylum *Summer 1991*

Cleric 6

You are a master, a level 6 Cleric

Ability Card *Not Transferable*

Asylum

Wizardry 2

You are a level 2 Wizard

Ability Card *Summer 1991* *Not Transferable*

Asylum

Ability Card

Cleric 4

You are a master, a level 4 Cleric

Asylum

Summer 1991

Not Transferable

Asylum

Summer 1991

Locate Deity

In the presence of a
communion spell you can
establish a talking
link with a deity

Ability Card

Not Transferable

Asylum

Summer 1991

Play Dumb Dog

You can pretend to be just a dog.
See a GM if you want an item card for yourself.

Ability Card

Not Transferable

Asylum *Summer 1991*

Great Dancer

You are an excellent dancer.

Ability Card *Not Transferable*

Asylum *Summer 1991*

the junebug is a magic vest

Ability Card *Not Transferable*

Asylum *Summer 1991*

Paws

You have paws and cannot type, twist doorknobs, or do complex manipulation

Ability Card *Not Transferable*

Asylum *Summer 1991*

the rabbit can talk and is intelligent

Ability Card *Not Transferable*

Asylum *Summer 1991*

the snake can cast illusionist spells.

Ability Card *Not Transferable*

Asylum

the little bear can talk and is intelligent

Ability Card *Not Transferable*

Asylum *Summer 1991*

Runner

You can outpace anybody.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Hunter

You have good hunting and tracking skills.

Ability Card *Not Transferable*

Asylum

the rat can talk and is intelligent

Ability Card *Not Transferable*

Asylum

Summer 1991

Funky Magic

Not only do you have knowledge of the way abstract magic spells work, you can cast spells not sharply defined by any type of magic.

Ability Card

Not Transferable

Asylum

Summer 1991

the tiger is a great leaper. If you have fish you can induce the tiger to leap on and attack anyone that you can hit with a disk gun. The tiger will do as you say for 15 minutes afterwards. Tear up the item card for the fish.

Ability Card

Not Transferable

Asylum

Ability Card

the tiger can talk and is intelligent.

Not Transferable

Summer 1991

Ability Card *Asylum*

the clam can talk and is intelligent

Not Transferable *Summer 1991*

Asylum *Summer 1991*

the wild boar is a great leaper. If you have a chocolate you can induce the wild boar to leap on and attack anyone that you can hit with a disk gun. The wild boar will do as you say for 15 minutes afterwards. Tear up the item card for the chocolate.

Ability Card *Not Transferable*

Asylum *Summer 1991*

the boll weevil is an attack boll weevil. You can induce the weevil to leap on and attack anyone that you can hit with a disk gun. The weevil will do as you say for 15 minutes afterwards. Tear up the item card for the fish.

Ability Card *Not Transferable*

Asylum *Summer 1991*

the hawk can talk and is intelligent.
it knows alot about ancient folklore.

Ability Card *Not Transferable*

Asylum *Summer 1991*

the flying squirrel can fly.

Ability Card *Not Transferable*

Asylum

the boll weevil can cast a protection
spell like a magic vest.

Ability Card *Summer 1991*

Not Transferable

Asylum *Summer 1991*

Morpheus Ability

You can send people dreams.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Morpheus Ability

You can send people dreams.

Ability Card *Not Transferable*

Asylum

The flying squirrel can talk and is intelligent.

Ability Card *Summer 1991*

Not Transferable

Asylum *Summer 1991*

Thanatos Ability

You can smell death in the air.
A GM will contact you if there
has been an in-game death.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Thanatos Ability

You can smell death in the air.
A GM will contact you if there
has been an in-game death.

Ability Card *Not Transferable*

Asylum

Ability Card

Morpheus Ability

You can send people dreams.

Summer 1991

Not Transferable

Asylum *Summer 1991*

the falcon is intelligent and can talk.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Superstition

You know a lot about the dark ways.
You are always warning people about Satan.

Ability Card *Not Transferable*

Asylum

Thanatos Ability

You can smell death in the air.
A GM will contact you if there
has been an in-game death.

Summer 1991

Ability Card *Not Transferable*

Asylum *Summer 1991*

the wombat looks dangerously powerful.
It changes colors and hisses fiercely.
It seems to exude magic.

Ability Card *Not Transferable*

Asylum *Summer 1991*

the cat is intelligent
and spouts poetry endlessly

Ability Card *Not Transferable*

Asylum *Summer 1991*

Master Fencer

If you have a foil, anybody you shoot
with a disk gun you can jump up and
defeat in fencing combat

Ability Card *Not Transferable*

Asylum

Ability Card

the small rocks can
sing and tell jokes

Summer 1991

Not Transferable

Asylum

Summer 1991

Dumb
You have the intelligence of a rock.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Impressive
You are Pumped and Studly.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum *Summer 1991*

Programming 60

You hack real good.
See the programming greensheet

Ability Card *Not Transferable*

Asylum *Summer 1991*

Programming 60

You hack real good.
See the programming greensheet

Ability Card *Not Transferable*

Asylum

Programming 65

You hack real good.
See the programming greensheet

Ability Card *Not Transferable*

Asylum

Ability Card

Lockpicking 20

You can pick locks.
See a GM to use.

Asylum

Summer 1991

Not Transferable

Asylum

Summer 1991

Lockpicking 25

You can pick locks.
See a GM to use.

Ability Card

Not Transferable

Asylum

Summer 1991

Lockpicking 50

You can pick locks.
See a GM to use.

Ability Card

Not Transferable

Asylum *Summer 1991*

ASYLUM

Disable Alarms

You can detect and remove alarms,
traps, and other triggered devices.
See a GM to use.

Ability Card *Not Transferable*

Asylum *Summer 1991*

ASYLUM

Disarm

You can disarm opponents
in a dramatic and entertaining fashion.
Add +5 to all attempts to disarm.

Ability Card *Not Transferable*

Asylum *Summer 1991*

ASYLUM

Lockpicking 60

You can pick locks.
See a GM to use.

Ability Card *Not Transferable*

Asylum

Ability Card

Acrobatics

You can take really nasty falls
and dives without being hurt.
When you land you are intact
but stunned for 60 seconds.

Not Transferable

Summer 1991

Asylum

Ability Card

Acrobatics

You can take really nasty falls
and dives without being hurt.
When you land you are intact
but stunned for 60 seconds.

Not Transferable

Summer 1991

Asylum

Ability Card

Acrobatics

You can take really nasty falls
and dives without being hurt.
When you land you are intact
but stunned for 60 seconds.

Not Transferable

Summer 1991

Asylum *Summer 1991*

Seduction

If you are alone with someone of the opposite sex for 15 minutes, you may seduce them, viewing all of their items in the process.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Seduction

If you are alone with someone of the opposite sex for 15 minutes, you may seduce them, viewing all of their items in the process.

Ability Card *Not Transferable*

Asylum

Strike a Photogenic Pose

You can strike a photogenic pose.

Summer 1991

Ability Card *Not Transferable*

Asylum *Summer 1991*

Seduction Resistance

You can not be seduced by humans.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Berserker

You can go berserk in combat.
While berserk add +3 to your MA,
and subtract 5 from your MD.
You cannot use a gun while berserk.

Ability Card *Not Transferable*

Asylum

Seduction

If you are alone with someone
of the opposite sex for 15 minutes,
you may seduce them, viewing all
of their items in the process.

Summer 1991

Ability Card *Not Transferable*

Asylum *Summer 1991*

ASYLUM

Stealth

You have a really cool sneaking walk.
is obvious to everyone around that you've got
a real stealthy walk there.

Ability Card *Not Transferable*

Asylum *Summer 1991*

ASYLUM

Fondness for Fresh Vegetables

You love fresh vegetables.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum

ASYLUM

Death

You can feign death for a period up to
6 hours. During that time your vital signs
cannot be detected. You are unconscious
and unaware for the entire period.

Summer 1991

Ability Card *Not Transferable*

Asylum

Ability Card

Fondness for Fresh Vegetables

You love fresh vegetables.
Roleplay accordingly.

Not Transferable

Summer 1991

Asylum

Ability Card

Fondness for Fresh Vegetables

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Not Transferable

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Ability Card

Fondness for Fresh Vegetables

You love fresh vegetables.
Roleplay accordingly.

Not Transferable

Summer 1991

Asylum

Ability Card

Fondness for Fresh Vegetables

You love fresh vegetables.
Roleplay accordingly.

Not Transferable

Summer 1991

Asylum *Summer 1991*

Megalomaniac

You are obsessed with gaining and holding power. Your primary motication in life is to rule the world.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Megalomaniac

You are obsessed with gaining and holding power. Your primary motication in life is to rule the world.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum

Fondness for Fresh Vegetables

You love fresh vegetables.
Roleplay accordingly.

Summer 1991

Ability Card *Not Transferable*

Asylum *Summer 1991*

Megalomaniac

You are obsessed with gaining and holding power. Your primary motication in life is to rule the world.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Cook

You are a culinary genius.
Roleplay accordingly

Ability Card *Not Transferable*

Asylum

Megalomaniac

You are obsessed with gaining and holding power. Your primary motication in life is to rule the world.
Roleplay accordingly.

Ability Card *Summer 1991* *Not Transferable*

Asylum *Summer 1991*

Computer Wizard

You are extremely knowledgeable about computers.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Computer Wizard

You are extremely knowledgeable about computers.

Ability Card *Not Transferable*

Asylum

Cook

You are a culinary genius.
Roleplay accordingly

Ability Card *Summer 1991*

Not Transferable

Asylum *Summer 1991*

Computer Wizard

You are extremely knowledgeable about computers.

Ability Card *Not Transferable*

Asylum *Summer 1991*

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Ability Card *Not Transferable*

Asylum *Summer 1991*

Computer Wizard

You are extremely knowledgeable about computers.

Ability Card *Not Transferable*

Asylum *Summer 1991*

ASYLUM

Rough Craftsman

You are a general purpose handyman and carpenter and can build neat things out of building materials.

Ability Card *Not Transferable*

Asylum *Summer 1991*

ASYLUM

Rough Craftsman

You are a general purpose handyman and carpenter and can build neat things out of building materials.

Ability Card *Not Transferable*

Asylum

ASYLUM

Computer Wizard

You are extremely knowledgeable about computers.

Ability Card *Summer 1991*

Not Transferable

Asylum

Ability Card

Rough Craftsman

You are a general purpose handyman and carpenter and can build neat things out of building materials.

Asylum

Summer 1991

Not Transferable

Asylum

Summer 1991

Stunts

You can perform any non-combat athletic stunt you've seen Batman do, regardless of the laws of physics or limits to human endurance.
Once per day.

Ability Card

Not Transferable

Asylum

Summer 1991

Stunts

You can perform any non-combat athletic stunt you've seen Batman do, regardless of the laws of physics or limits to human endurance.
Once per day.

Ability Card

Not Transferable

Asylum *Summer 1991*

ASYLUM

Locate GM

At will, you can track down and locate a GM.
See a GM to use this ability.
Use at most once a day.

Ability Card *Not Transferable*

Asylum *Summer 1991*

ASYLUM

Locate GM

At will, you can track down and locate a GM.
See a GM to use this ability.
Use at most once a day.

Ability Card *Not Transferable*

Asylum *Summer 1991*

ASYLUM

Stunts

You can perform any non-combat athletic stunt you've seen Batman do, regardless of the laws of physics or limits to human endurance.

Once per day.

Ability Card *Not Transferable*

Asylum

Ability Card

Locate GM

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Use at most once a day.

Not Transferable

Summer 1991

Asylum

Ability Card

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See a GM to use this ability.
Use at most once a day.

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Summer 1991

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Locate GM

At will, you can track down and locate a GM.
See a GM to use this ability.
Use at most once a day.

Not Transferable

Summer 1991

Asylum

Ability Card

Locate GM

At will, you can track down and locate a GM.
See a GM to use this ability.
Use at most once a day.

Not Transferable

Summer 1991

Asylum *Summer 1991*

ASYLUM

Fortune Telling

You can use Tarot cards, tea leaves, palms, and runes to give someone a fortune reading.

Ability Card *Not Transferable*

Asylum *Summer 1991*

ASYLUM

Fortune Telling

You can use Tarot cards, tea leaves, palms, and runes to give someone a fortune reading.

Ability Card *Not Transferable*

Asylum *Summer 1991*

ASYLUM

Locate GM

At will, you can track down and locate a GM. See a GM to use this ability. Use at most once a day.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Fortune Telling

You can use Tarot cards, tea leaves, palms, and runes to give someone a fortune reading.

Ability Card *Not Transferable*