Asylum ***Ability Card***

Nigh-invulnerable
practically immune to 'normal' guns
take two points of damage per hit.
A hit on a limb does not destroy the
functionality of the limb.

Not Transferable ***Summer 1991***

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***

Summer 1991 *Not Transferable*

Buzzwords II

ADOLF HITLER = conquered

STEPHEN RINEHART = inside

MINDWIPE = cleanse

MARTIAL ATTACK = foreign world

BAD LOUD RAP MUSIC = sorcery

Asylum *Ability Card*

Summer 1991 *Not Transferable*

Impressive

You are Pumped and Studly.

Roleplay accordingly.

Asylum *Ability Card*

Asylum *Summer 1991*

Buzzwords

SOMEWHERE BEING BEATEN SILLY BY ARTHUR FIEDLER AND THE BOSTON POPS = outside

IF ONLY WE HAD A LARGE WOODEN BADGER = right

A LARGE MOB OF NINJA DISGUISED AS SHRUBS = my ride

BADGES? WE DON'T NEED NO STEENKING BADGES! = what

ASYLUM THE BOARD GAME = contents

Ability Card *Not Transferable*

Ability Card *Asylum*

Impressive
You are Pumped and Studly.
Roleplay accordingly.

Not Transferable *Summer 1991*

Asylum *Summer 1991*

Impressive
You are Pumped and Studly.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Champion chimney thrower

You can throw chimneys.
Mechanic - dart gun. Anyone hit by a
flying chimney is knocked unconscious,
unless they are nigh-invulnerable
in which case they are thrown into a wall.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Broccoli impersonations

You do excellent and extremely funny impersonations of broccoli.
See GM JonMon for details.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Very Tough

You take half normal damage to the torso/head. Limbs shots take normal damage.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Eidetic Memory

You have an eidedic memory. Mechanic this with a notebook which nobody may see but you.

Ability Card *Not Transferable*

Asylum ***Ability Card***

Programming

You hack real good.
See the programming greensheet

Summer 1991 ***Not Transferable***

Asylum ***Summer 1991***

Programming

You hack real good.
See the programming greensheet

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

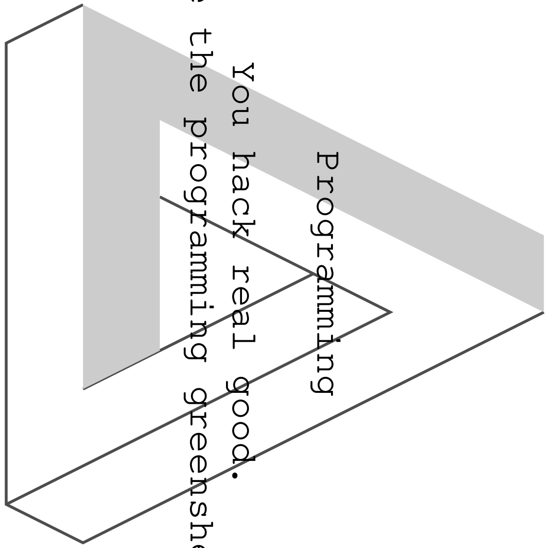
Programming

You hack real good.
See the programming greensheet

Ability Card ***Not Transferable***

Ability Card

Asylum



Programming

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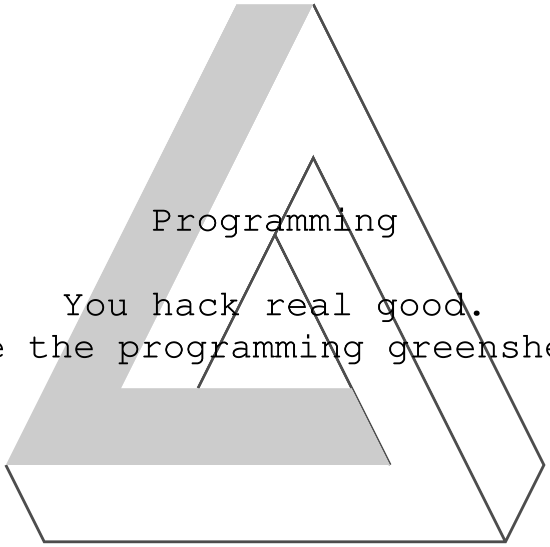
See the programming greensheet

Not Transferable

Summer 1991

Asylum

Summer 1991



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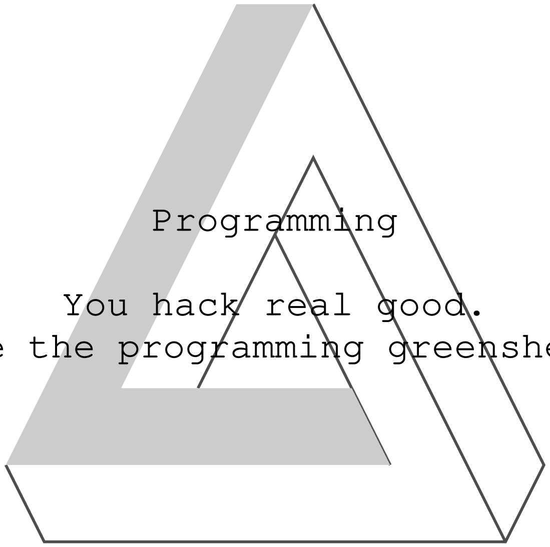
Summer 1991



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Ability Card

Not Transferable

Ability Card | *Asylum*

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See the programming greensheet

Not Transferable | *Summer 1991*

Asylum | *Summer 1991*

Programming

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Ability Card | *Not Transferable*

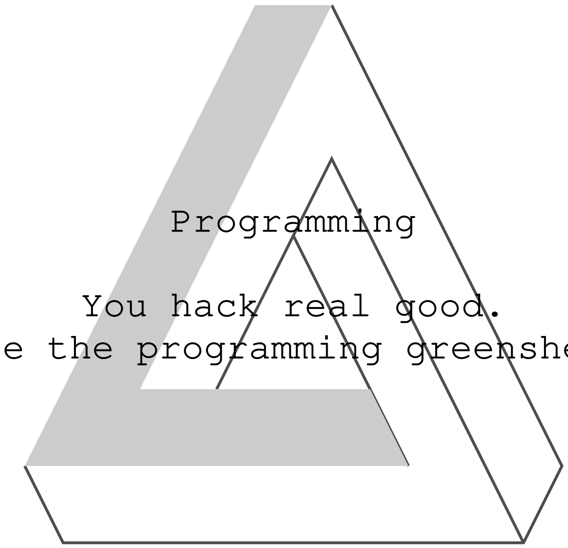
Asylum | *Summer 1991*

Programming

You hack real good.
See the programming greensheet

Ability Card | *Not Transferable*

Asylum **Summer 1991**



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Programming

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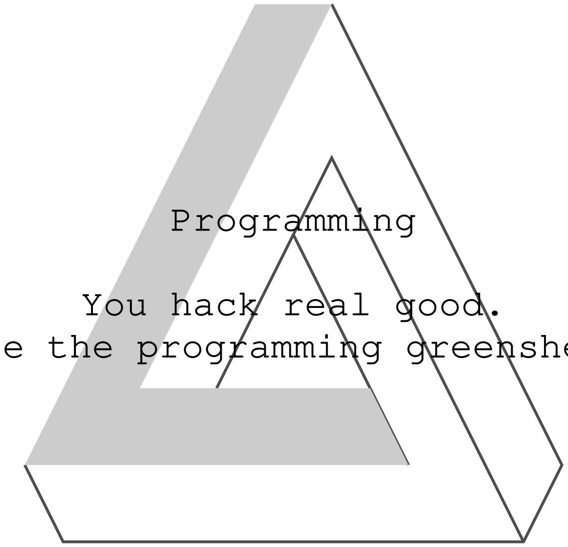
Ability Card ***Not Transferable***



Asylum **Summer 1991**

Programming

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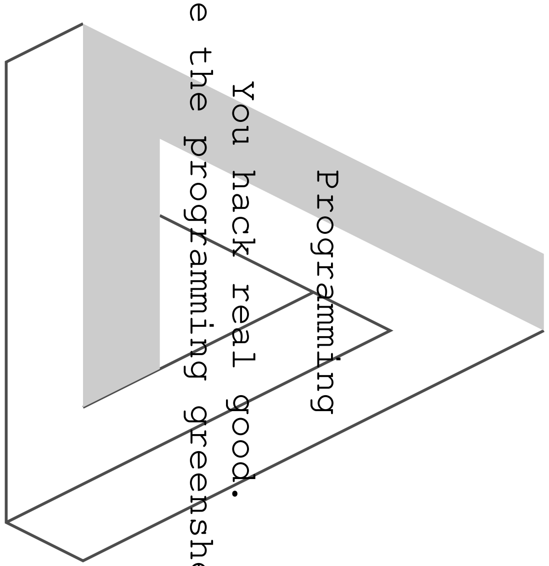
Ability Card ***Not Transferable***



Ability Card *Asylum*

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Not Transferable *Summer 1991*

Asylum *Summer 1991*

Programming

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Ability Card *Not Transferable*

Asylum *Summer 1991*

Programming

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See the programming greensheet

Ability Card *Not Transferable*

Ability Card

Asylum

Programming

You hack real good.
See the programming greensheet

Not Transferable

Summer 1991

Asylum

Summer 1991

Programming

You hack real good.
See the programming greensheet

Ability Card

Not Transferable

Asylum

Summer 1991

Programming

You hack real good.
See the programming greensheet

Ability Card

Not Transferable

Asylum **Summer 1991**

Programming 80

You hack real good.
See the programming greensheet

Ability Card **Not Transferable**

Asylum **Summer 1991**

Programming 80

You hack real good.
See the programming greensheet

Ability Card **Not Transferable**

Asylum **Summer 1991**

Programming 65

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

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

Summer 1991

Programming 55

You hack real good.
See the programming greensheet

Ability Card

Not Transferable

Asylum

Summer 1991

Programming 50

You hack real good.
See the programming greensheet

Ability Card

Not Transferable

Asylum

Summer 1991

Programming 50

You hack real good.
See the programming greensheet

Ability Card

Not Transferable

Asylum *Summer 1991*

Programming 40

You hack real good.
See the programming greensheet

Ability Card *Not Transferable*

Asylum ***Summer 1991***

Programming 40

You hack real good.
See the programming greensheet

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Programming 35

You hack real good.
See the programming greensheet

Ability Card ***Not Transferable***

Asylum *Summer 1991*

Programming 30

You hack real good.
See the programming greensheet

Ability Card *Not Transferable*

Asylum *Summer 1991*

Programming 30

You hack real good.
See the programming greensheet

Ability Card *Not Transferable*

Asylum *Summer 1991*

Programming 140

You hack real good.
See the programming greensheet

Ability Card *Not Transferable*

Ability Card

Asylum

Programming 100

You hack real good.
Your ability halves every day
after the 1st day.
See the programming greensheet

Not Transferable

Summer 1991

Asylum

Summer 1991

Lockpicking 20

You can pick locks.
See a GM to use.

Ability Card

Not Transferable

Asylum

Summer 1991

Lockpicking 25

You can pick locks.
See a GM to use.

Ability Card

Not Transferable

Asylum

Ability Card

Lockpicking 50

You can pick locks.
See a GM to use.

Summer 1991

Not Transferable

Asylum

Summer 1991

Lockpicking 60

You can pick locks.
See a GM to use.

Ability Card

Not Transferable

Asylum

Summer 1991

Lockpicking 70

You can pick locks.
See a GM to use.

Ability Card

Not Transferable

Asylum

Summer 1991

Lockpicking 75

You can pick locks.
See a GM to use.

Ability Card

Not Transferable

Asylum

Summer 1991

Lockpicking 20

You can pick locks.
See a GM to use.

Ability Card

Not Transferable

Asylum

Summer 1991

Lockpicking 25

You can pick locks.
See a GM to use.

Ability Card

Not Transferable

Ability Card *Asylum*

Lockpicking 50

You can pick locks.
See a GM to use.

Not Transferable *Summer 1991*

Asylum *Summer 1991*

Lockpicking 60

You can pick locks.
See a GM to use.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Lockpicking 90

You can pick locks.
See a GM to use.

Ability Card *Not Transferable*

Asylum

Ability Card

Lockpicking

You can pick locks.
See a GM to use.

Not Transferable

Summer 1991

Asylum

Summer 1991

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

Food Scion

You can choose what food
you get from the food dispenser
One food item per day.

Ability Card

Not Transferable

Asylum ***Summer 1991***

Food Scion

You can choose what food
you get from the food dispenser
One food item per day.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

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Summer 1991

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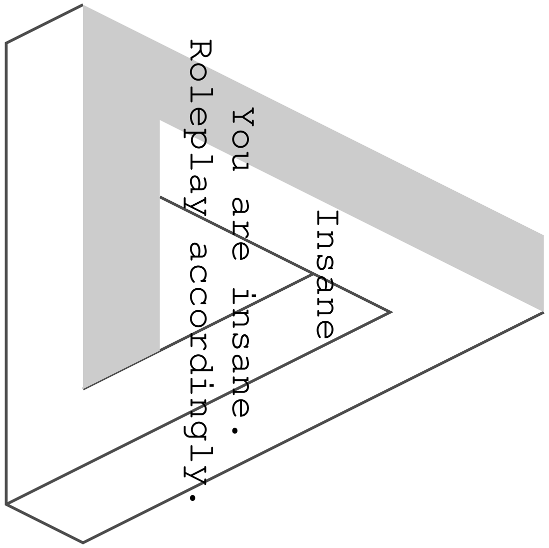
Asylum *Ability Card*

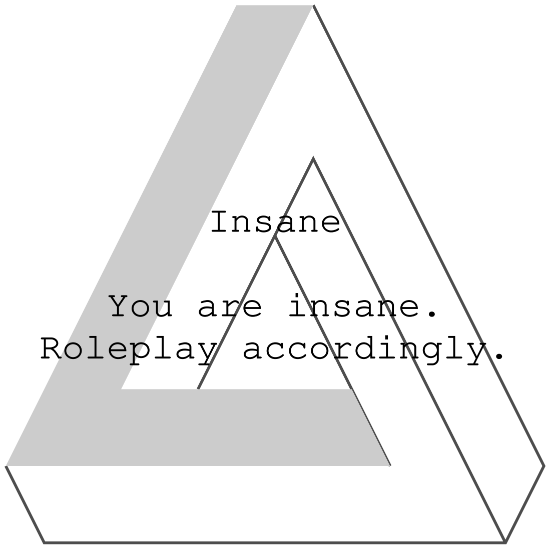


Insane

You are insane.
Roleplay accordingly.

Summer 1991 *Not Transferable*

Asylum *Summer 1991*



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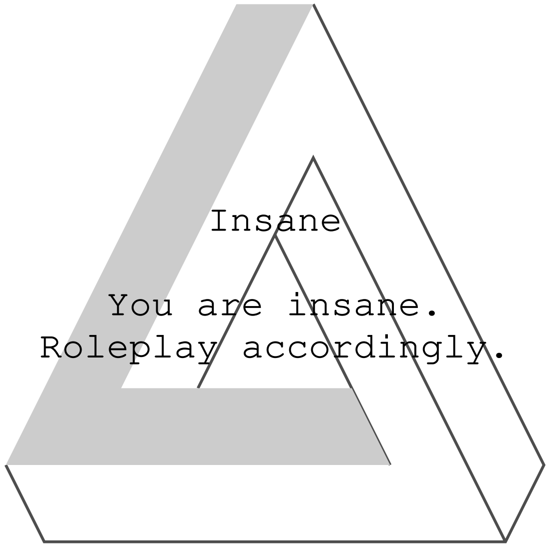
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*



Insane

You are insane.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

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You are insane.
Roleplay accordingly.

Ability Card *Not Transferable*

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Roleplay accordingly.

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Roleplay accordingly.

Ability Card *Not Transferable*

Asylum | Summer 1991

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You are insane.
Roleplay accordingly.

Ability Card | Not Transferable

Asylum | Summer 1991

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You are insane.
Roleplay accordingly.

Ability Card | Not Transferable

Asylum | Summer 1991

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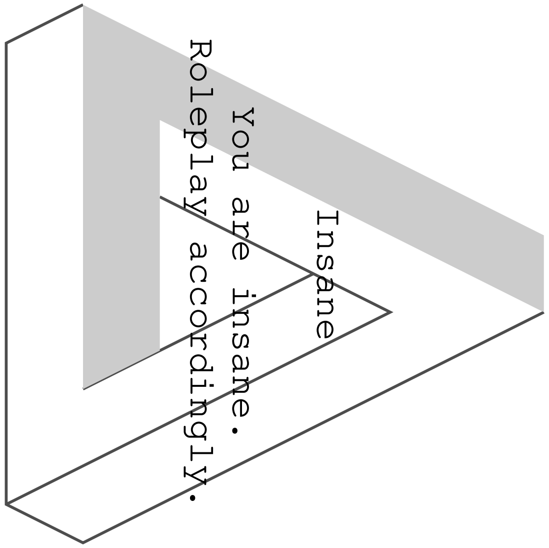
You are insane.
Roleplay accordingly.

Ability Card | Not Transferable

Ability Card

Asylum



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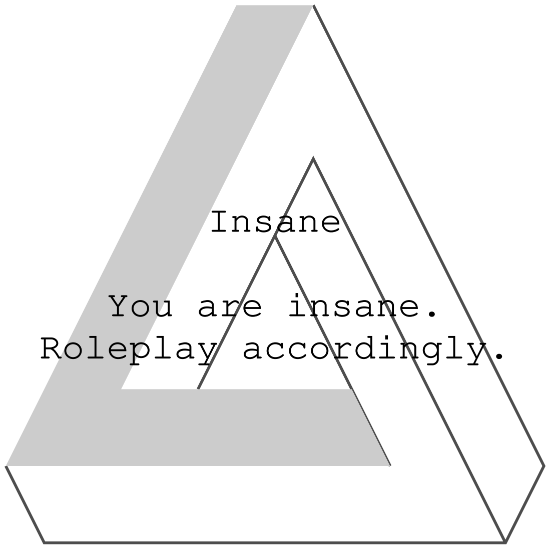
Not Transferable

Summer 1991

Asylum

Summer 1991



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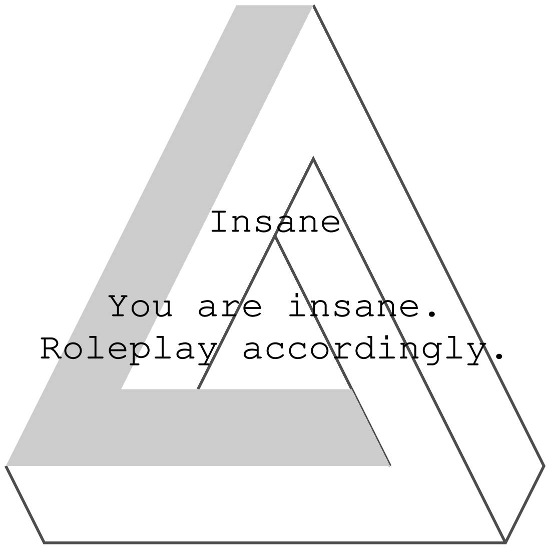
Asylum

Summer 1991



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Roleplay accordingly.

Ability Card

Not Transferable

Asylum **Summer 1991**

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Roleplay accordingly.

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Roleplay accordingly.

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Summer 1991

Asylum *Summer 1991*

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Roleplay accordingly.

Ability Card *Not Transferable*

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You are insane.
Roleplay accordingly.

Ability Card *Not Transferable*

Ability Card *Asylum*

Insane

You are insane.
Roleplay accordingly.

Not Transferable *Summer 1991*

Asylum *Summer 1991*

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Roleplay accordingly.

Ability Card *Not Transferable*

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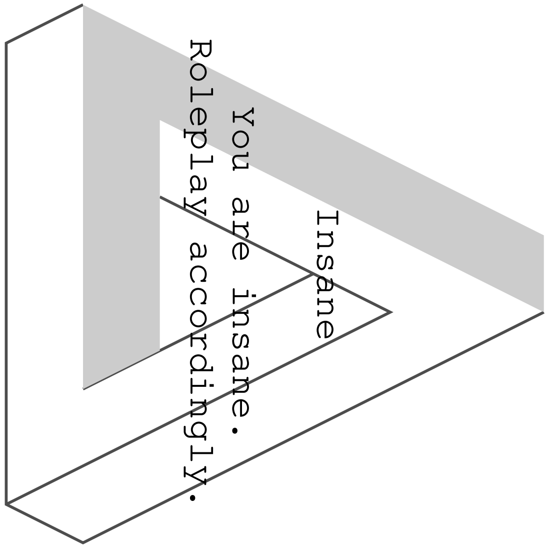

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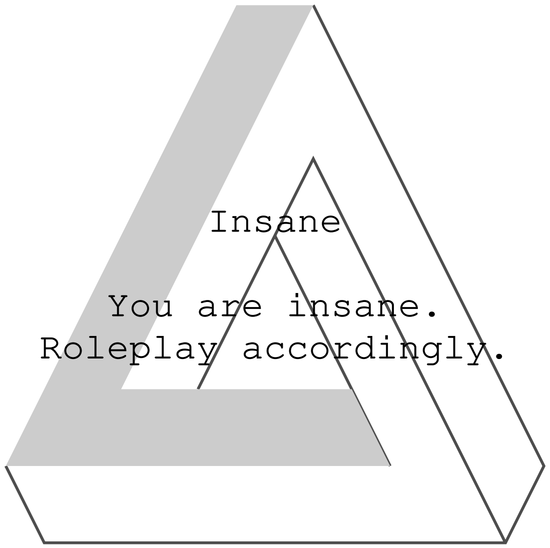
Asylum *Summer 1991*



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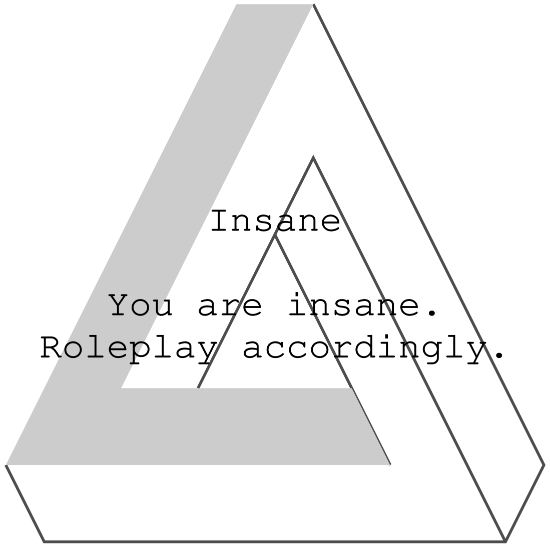
Asylum *Summer 1991*



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Ability Card *Not Transferable*

Asylum

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Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Ability Card

ASYLUM

Insane

You are insane.
Roleplay accordingly.

Not Transferable

Summer 1991

Asylum

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Ability Card

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Ability Card

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Ability Card *Asylum*

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Roleplay accordingly.

Not Transferable *Summer 1991*

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Asylum *Ability Card*

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You are insane.
Roleplay accordingly.

Summer 1991 *Not Transferable*

Asylum *Summer 1991*

Insane

You are insane.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Devoted

You cannot be forced to betray
the Wardens, even under truth serum
or other forms of duress.

Ability Card *Not Transferable*

Ability Card *Asylum*

Devoted

You cannot be forced to betray
the Wardens, even under truth serum
or other forms of duress.

Not Transferable *Summer 1991*

Asylum *Summer 1991*

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Asylum *Ability Card*

Devoted

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or other forms of duress.

Summer 1991 *Not Transferable*

Asylum *Summer 1991*

Cool Ninja Battle Cries

You can make blood curdling noises
to intimidate others.
If they are lose their composure,
add +2 to your martial attack

Ability Card *Not Transferable*

Asylum *Summer 1991*

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Not Transferable

Summer 1991

Asylum **Summer 1991**

Cool Ninja Battle Cries

You can make blood curdling noises
to intimidate others.
If they are lose their composure,
add +2 to your martial attack

Ability Card **Not Transferable**

Asylum **Summer 1991**

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*

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Ability Card *Not Transferable*

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Add +5 to all attempts to disarm.

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.

Summer 1991 *Not Transferable*

Asylum *Summer 1991*

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Ability Card

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Not Transferable

Summer 1991

Asylum *Summer 1991*

Acrobatics

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When you land you are intact
but stunned for 60 seconds.

Ability Card *Not Transferable*

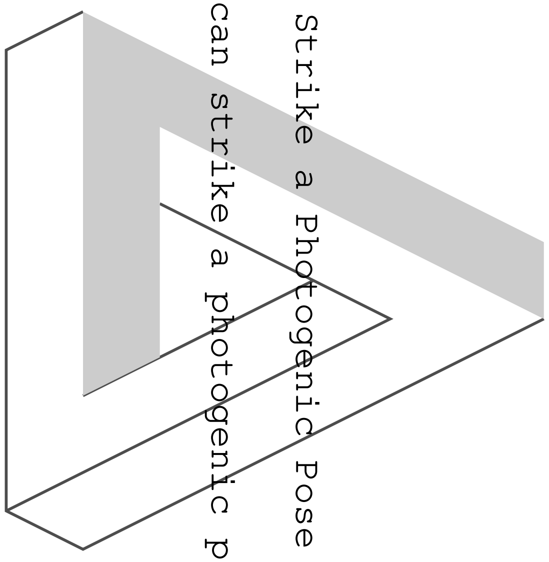
Asylum *Summer 1991*

Cat-like Quickness

You are cat-like quick.
Not usable in chases or combat.

Ability Card *Not Transferable*

Asylum *Summer 1991*

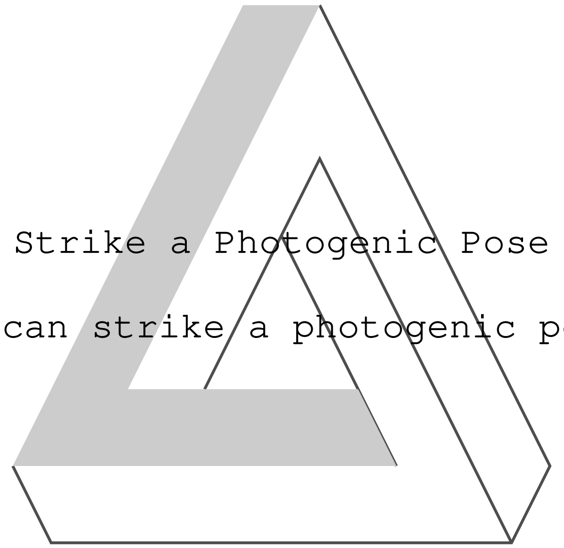


Strike a Photogenic Pose

You can strike a photogenic pose.

Ability Card *Not Transferable*

Asylum *Summer 1991*

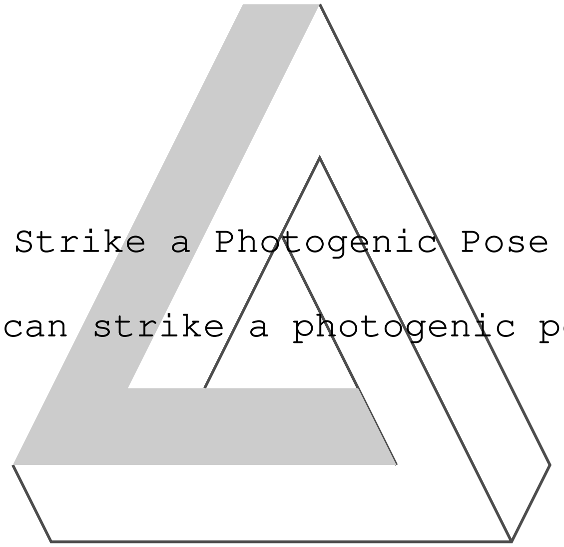


Strike a Photogenic Pose

You can strike a photogenic pose.

Ability Card *Not Transferable*

Asylum *Summer 1991*



Strike a Photogenic Pose

You can strike a photogenic pose.

Ability Card *Not Transferable*

Asylum **Summer 1991**

Strike a Photogenic Pose

You can strike a photogenic pose.

Ability Card **Not Transferable**

Asylum **Summer 1991**

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Ability Card **Not Transferable**

Asylum **Summer 1991**

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Ability Card **Not Transferable**

Asylum **Summer 1991**

Strike a Photogenic Pose

You can strike a photogenic pose.

Ability Card **Not Transferable**

Asylum **Summer 1991**

Insanity

You can send dreams to sleeping people.
See a GM to use.

Ability Card **Not Transferable**

Asylum **Summer 1991**

Fine Craftsman

You can make beautiful toys,
given time, tools, and equipment.

Ability Card **Not Transferable**

Asylum

Ability Card

Fine Craftsman

You can make beautiful toys,
given time, tools, and equipment.

Summer 1991

Not Transferable

Asylum

Summer 1991

Fine Craftsman

You can make beautiful toys,
given time, tools, and equipment.

Ability Card

Not Transferable

Asylum

Summer 1991

Fine Craftsman

You can make beautiful toys,
given time, tools, and equipment.

Ability Card

Not Transferable

Asylum — *Summer 1991*

Confusion

If you talk to someone for 5 minutes, they are confused.

Ability Card — *Not Transferable*

Asylum — *Summer 1991*

Itch

You get dese funny itches.
You tink maybe it ist morse code.

Ability Card — *Not Transferable*

Asylum — *Summer 1991*

Tribble Phobia

You cannot stand the little
furry $%#^&!!! Destroy!

Ability Card — *Not Transferable*

Asylum

Summer 1991

Loath Cutesy

You cannot stand cute.
You don't trust cute.
If you had your way, everything cute
would be used as fuel for the
nuclear reactor.

Ability Card

Not Transferable

Asylum

Summer 1991

Loyal

You are absolutely loyal to
the Klingon empire. You cannot be forced to
betray it, even under truth serum.

Ability Card

Not Transferable

Asylum

Summer 1991

Loyal

You are absolutely loyal to
Vice President Montgomery. You cannot
be forced to
betray him, even under truth serum.

Ability Card

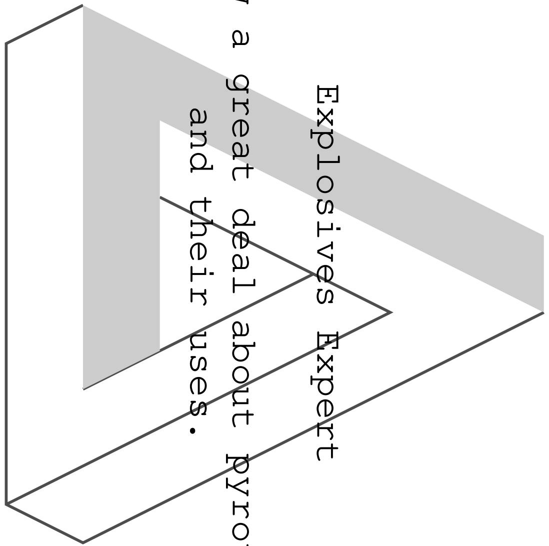
Not Transferable

Asylum

Summer 1991

Ability Card

Not Transferable



Explosives Expert

You know a great deal about pyrotechnics and their uses.

Asylum

Summer 1991

Explosives Expert

You know a great deal about pyrotechnics and their uses.

Ability Card

Not Transferable

Asylum

Summer 1991

Explosives Expert

You know a great deal about pyrotechnics and their uses.

Ability Card

Not Transferable

Asylum — Summer 1991

Ability Card — **Not Transferable**

Explosives Expert

You know a great deal about pyrotechnics
and their uses.

Asylum — *Summer 1991*

Not Impressed

You are not impressed.
Roleplay accordingly.

Ability Card — *Not Transferable*

Asylum — *Summer 1991*

Not Impressed

You are not impressed.
Roleplay accordingly.

Ability Card — *Not Transferable*

Asylum *Summer 1991*

Not Impressed

You are not impressed.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

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Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Not Impressed

You are not impressed.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum

Ability Card

Not Impressive

You are not impressive.
Roleplay accordingly.

Summer 1991

Not Transferable

Asylum

Summer 1991

Cute

You are an adorable little tyke.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Worm

You are large and blue.
Roleplay accordingly.

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

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

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If you are alone with someone
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Ability Card

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Asylum *Summer 1991*

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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

Summer 1991

Seduction Resistance

You can not be seduced by humans.

Ability Card

Not Transferable

Asylum

Summer 1991

Short temper

You have a short temper. You are a walking time bomb, capable at any second of going over the edge.

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 *Summer 1991*

Schizophreniac

You are schitzo. Shattered. We're talking
multiple personalities with a capital 'M'.
We mean completely wacko. Off the wall.
Under stressful conditions,
or GM option, you must
switch personalities.

Ability Card *Not Transferable*

Asylum *Summer 1991*

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.

Ability Card *Not Transferable*

Asylum

Ability Card

Orator

You are the greatest orator on earth.
Roleplay accordingly.

Not Transferable

Summer 1991

Asylum

Summer 1991

Orator

You are the greatest orator on earth.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Orator

You are the greatest orator on earth.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Ability Card

Orator

You are the greatest orator on earth.
Roleplay accordingly.

Not Transferable

Summer 1991

Asylum Summer 1991

Orator

You are the greatest orator on earth.
Roleplay accordingly.

Ability Card Not Transferable

Asylum Summer 1991

Orator

You are the greatest orator on earth.
Roleplay accordingly.

Ability Card Not Transferable

Asylum

Summer 1991

Lover of Questions

You love to answer a question with another question, and can do so even under truth serum.

Ability Card

Not Transferable

Asylum

Summer 1991

Destiny

You are good at predicting the roll of the dice, the deal of cards, and so on. You have never lost in a game of chance.

Ability Card

Not Transferable

Asylum

Summer 1991

Destiny

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Ability Card

Not Transferable

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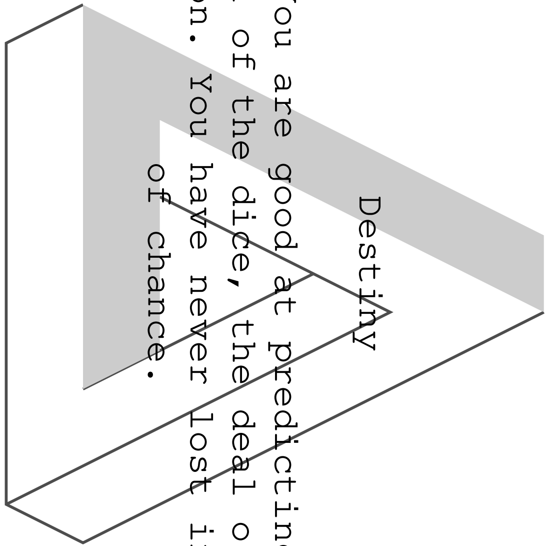
Summer 1991



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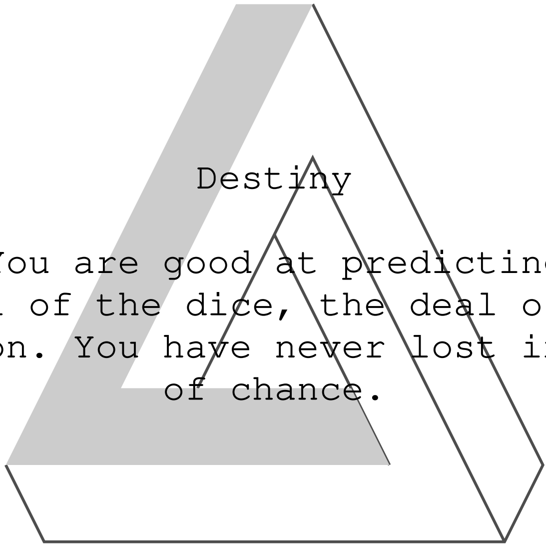
Asylum

Summer 1991



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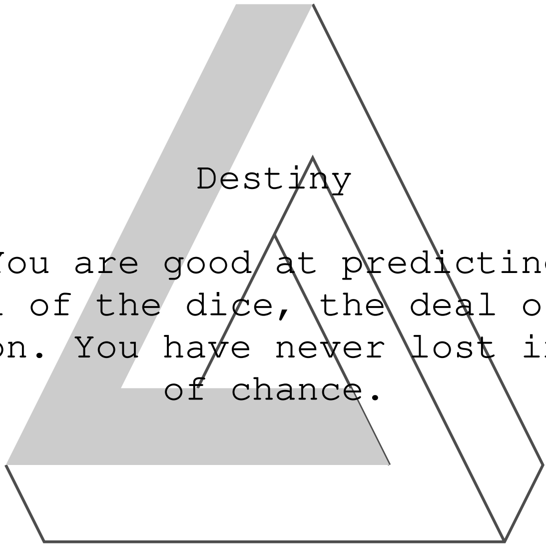
Summer 1991



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Ability Card

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Asylum

Ability Card

Destiny

You are good at predicting
the roll of the dice, the deal of cards,
and so on. You have never lost in a game
of chance.

Summer 1991

Not Transferable

Asylum

Summer 1991

Medic

You are a skilled medic.
People die less frequently if you are
around to patch them up. See the greensheet.

Ability Card

Not Transferable

Asylum

Summer 1991

Medic

You are a skilled medic.
People die less frequently if you are
around to patch them up. See the greensheet.

Ability Card

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Medic

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People die less frequently if you are
around to patch them up. See the greenshheet.

Ability Card *Not Transferable*

Asylum *Summer 1991*

First Aid

You can administer first aid.
This sometimes helps hurt people.
See the greensheet.

Ability Card *Not Transferable*

Asylum *Summer 1991*

First Aid

You can administer first aid.
This sometimes helps hurt people.
See the greensheet.

Ability Card *Not Transferable*

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You can administer first aid.
This sometimes helps hurt people.
See the greensheet.

Ability Card

Not Transferable

Asylum

Summer 1991

Poor Disguise

You can disguise yourself unconvincingly as a tree, hedge, or martial arts expert. Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Poor Disguise

You can disguise yourself unconvincingly as a tree, hedge, or martial arts expert. Roleplay accordingly.

Ability Card

Not Transferable

Asylum *Summer 1991*

Poor Disguise

You can disguise yourself unconvincingly
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Ability Card *Not Transferable*

Asylum — Summer 1991

Poor Disguise

You can disguise yourself unconvincingly as a tree, hedge, or martial arts expert. Roleplay accordingly.

Ability Card — Not Transferable

Asylum — Summer 1991

Doubt

Once per day, you may state "I doubt that" in conversation, and then contact a GM and get some information related to the conversation.

Ability Card — Not Transferable

Asylum — Summer 1991

Stealth

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

Ability Card — Not Transferable

Asylum

Summer 1991

Fondness for Fresh Vegetables

You love fresh vegetables.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Fondness for Fresh Vegetables

You love fresh vegetables.
Roleplay accordingly.

Ability Card

Not Transferable

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You love fresh vegetables.
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Ability Card

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Asylum **Summer 1991**

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Fondness for Fresh Vegetables

You love fresh vegetables.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Star Child

You can heal people with the force of your mind. See the greensheet.

Ability Card

Not Transferable

Asylum

Summer 1991

Star Child

You can heal people with the force of your mind. See the greensheet.

Ability Card

Not Transferable

Asylum *Summer 1991*

Star Child

You can heal people with the force
of your mind. See the greensheet.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Star Child

You can heal people with the force
of your mind. See the greensheet.

Ability Card *Not Transferable*

Ability Card *Asylum*

Star Child

You can heal people with the force
of your mind. See the greensheet.

Not Transferable *Summer 1991*

Asylum *Summer 1991*

Star Child

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Ability Card *Not Transferable*

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Ability Card *Not Transferable*

Asylum *Summer 1991*

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Ability Card *Not Transferable*

Ability Card

Asylum

Star Child

You can heal people with the force
of your mind. See the greensheet.

Not Transferable

Summer 1991

Asylum *Summer 1991*

Detective

You can do detective-like stuff.
See a GM to use.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Addict

You are addicted to Swell.
If you do not take at least one dose
each day, contact a GM to experience
withdrawl.

Ability Card *Not Transferable*

Asylum

Ability Card

Addict

You are addicted to Swell.
If you do not take at least one dose
each day, contact a GM to experience
withdrawl.

Not Transferable

Summer 1991

Asylum

Summer 1991

Campus Police

You enjoy coffee and donuts,
especially while on duty.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

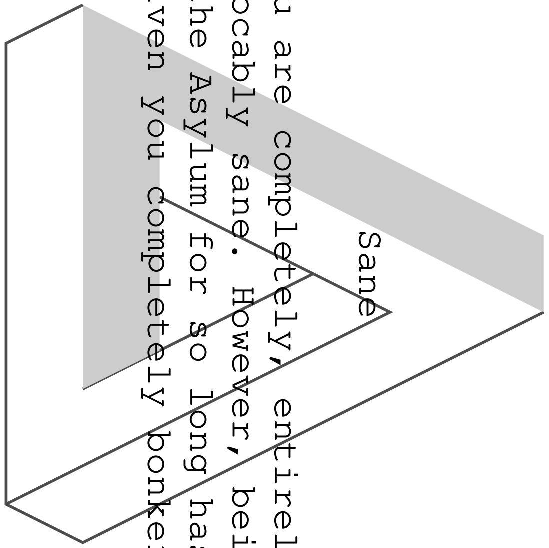
Sane

You are completely, entirely,
and irrevocably sane. However, being around
the Asylum for so long has
driven you completely bonkers.

Ability Card

Not Transferable

Asylum Summer 1991



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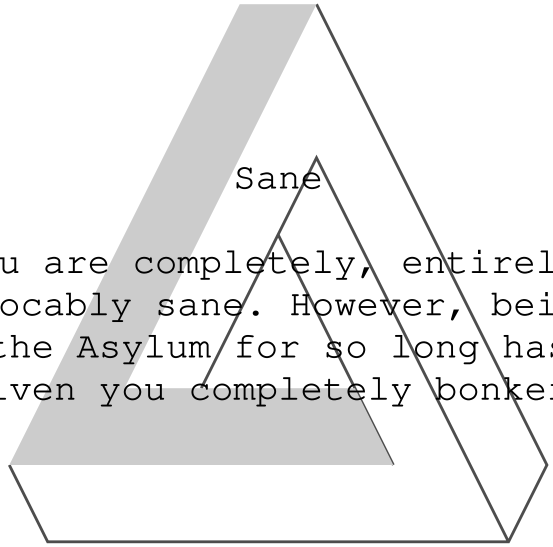
Asylum Summer 1991



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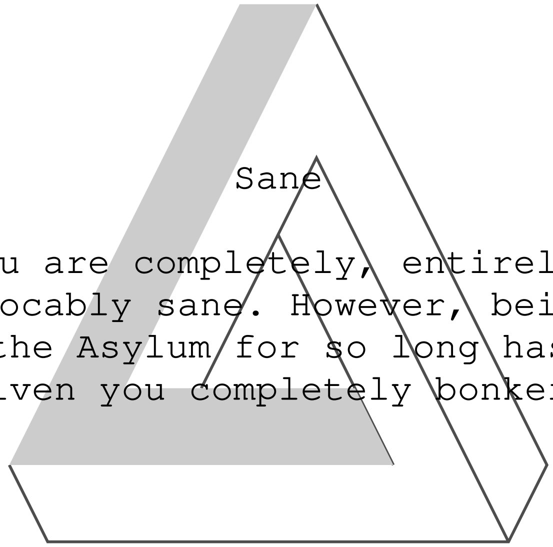

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Asylum **Summer 1991**

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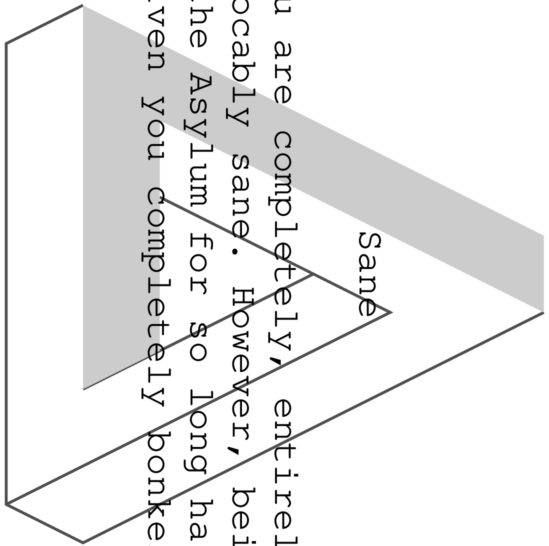

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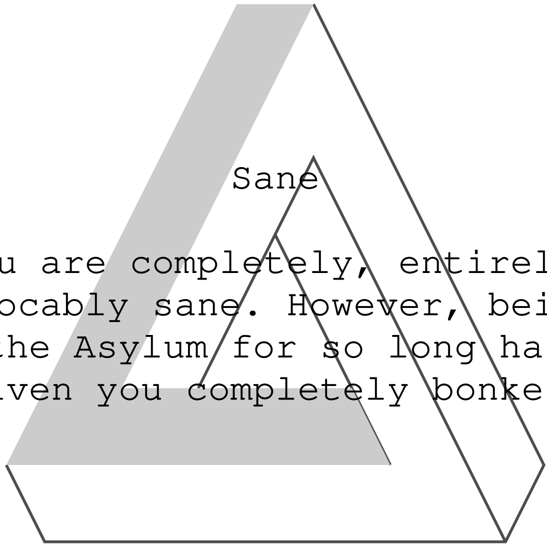

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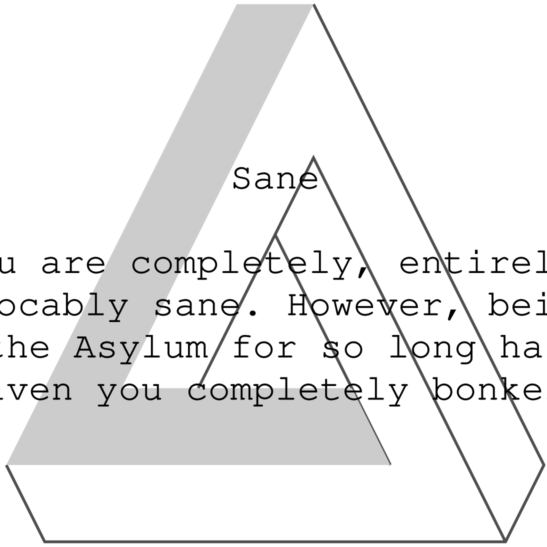

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Summer 1991

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Ability Card

Not Transferable

Asylum *Summer 1991*

Sane

You are completely, entirely, and irrevocably sane. However, being around the Asylum for so long has driven you completely bonkers.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Yoda Impression

You can do a great yoda impression.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Sane

You are completely, entirely, and irrevocably sane. However, being around the Asylum for so long has driven you completely bonkers.

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*

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Megalomaniac

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Roleplay accordingly.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Artiste

You can critique art.
When you are around other artistes
you find it impossible to agree.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

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Ability Card *Asylum*

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Not Transferable *Summer 1991*

Asylum

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Ability Card

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Summer 1991

Artiste

You can critique art.
When you are around other artistes
you find it impossible to agree.

Ability Card

Not Transferable

Asylum

Summer 1991

Nuclear Engineer

You have some skill in nuclear engineering
and power generation in general.

Ability Card

Not Transferable

Asylum

Summer 1991

Nuclear Physics 1

You have some skill in nuclear physics and power generation in general.

Ability Card

Not Transferable

Asylum

Summer 1991

Mechanical Engineering 1

You have skill in mechanical engineering.

Ability Card

Not Transferable

Asylum

Summer 1991

Mechanical Engineering 1

You have skill in mechanical engineering.

Ability Card

Not Transferable

Asylum ***Summer 1991***

Mechanical Engineering 1

You have skill in mechanical engineering.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Mechanical Engineering 1

You have skill in mechanical engineering.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Mechanical Engineering 1

You have skill in mechanical engineering.

Ability Card ***Not Transferable***

Asylum

Ability Card

Mechanical Engineering 2

You have skill in mechanical engineering.

Not Transferable

Summer 1991

Asylum

Summer 1991

Mechanical Engineering 2

You have skill in mechanical engineering.

Ability Card

Not Transferable

Asylum

Summer 1991

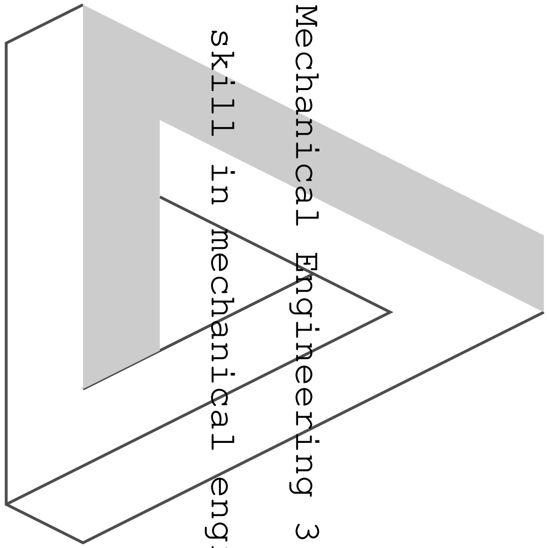
Mechanical Engineering 2

You have skill in mechanical engineering.

Ability Card

Not Transferable

Asylum *Summer 1991*



Mechanical Engineering 3

You have skill in mechanical engineering.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Mechanical Engineering 3

You have skill in mechanical engineering.

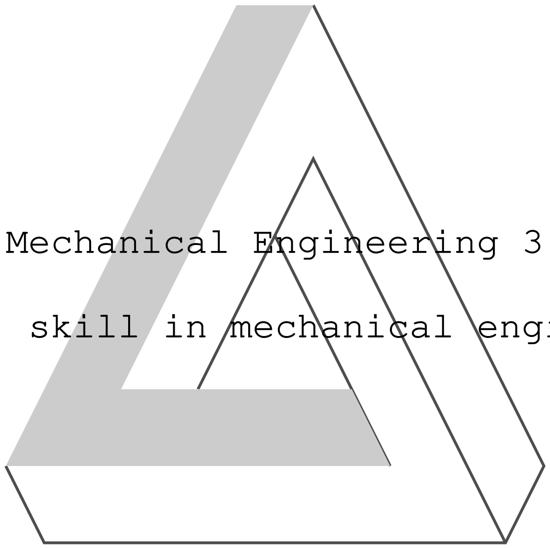
Ability Card *Not Transferable*

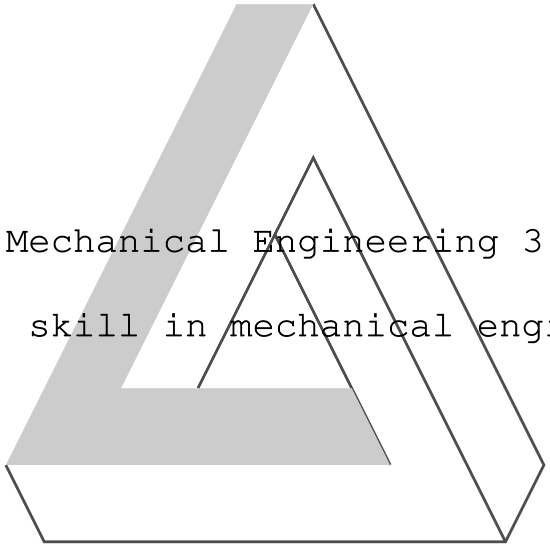
Asylum *Summer 1991*

Mechanical Engineering 3

You have skill in mechanical engineering.

Ability Card *Not Transferable*





Asylum *Summer 1991*

Mechanical Engineering 4

You have skill in mechanical engineering.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Mechanical Engineering 4

You have skill in mechanical engineering.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Mechanical Engineering 4

You have skill in mechanical engineering.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Mechanical Engineering 3

You have skill in mechanical engineering.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Mechanical Engineering 3

You have skill in mechanical engineering.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Famous Rock Star

You are famous.
You are a rock star.

Ability Card *Not Transferable*

Asylum

Ability Card

Madonna

You are the real Madonna.
The imposter is, quite obviously, not.

Not Transferable

Summer 1991

Asylum

Summer 1991

Madonna

You are the real Madonna.
The imposter is, quite obviously, not.

Ability Card

Not Transferable

Asylum

Summer 1991

President

You are the President
of the United States of America.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Politician

You are a highly skilled
and very knowledgeable politician.

Ability Card

Not Transferable

Asylum

Summer 1991

Politician

You are a highly skilled
and very knowledgeable politician.

Ability Card

Not Transferable

Asylum

Summer 1991

Politician

You are a highly skilled
and very knowledgeable politician.

Ability Card

Not Transferable

Asylum ***Summer 1991***

Politician

You are a highly skilled
and very knowledgeable politician.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Politician

You are a highly skilled
and very knowledgeable politician.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Cool Dude

You are a relaxed, hep, cool frood.
Roleplay accordingly.

Ability Card ***Not Transferable***

Asylum **Summer 1991**

Cool Dude

You are a relaxed, hep, cool frood.
Roleplay accordingly.

Ability Card **Not Transferable**

Asylum **Summer 1991**

Cool Dude

You are a relaxed, hep, cool frood.
Roleplay accordingly.

Ability Card **Not Transferable**

Asylum **Summer 1991**

Cool Dude

You are a relaxed, hep, cool frood.
Roleplay accordingly.

Ability Card **Not Transferable**

Asylum

Summer 1991

Cool Dude

You are a relaxed, hep, cool frood.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Pious

You are devout in your worship
of The Lord.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Potato Head

You are Mister Potato Head.
You can mix and match body parts as you will.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Ability Card

Foot Fetish

You have a foot fetish.
Roleplay accordingly.

Summer 1991

Not Transferable

Asylum *Summer 1991*

Genius

You are the world’s greatest
scientific genius ever.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Physicist

You are the world’s greatest physisist.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum

Summer 1991

Mathematician

You can add 1 to any one of your scientific skills once per day.
You are one of the world's greatest mathematicians.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Mind Meld

You can mind-meld with meat by-products.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Electrical Engineer 1

You are a skilled electrical engineer.

Ability Card

Not Transferable

Asylum ***Summer 1991***

Electrical Engineer 1

You are a skilled electrical engineer.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Electrical Engineer 1

You are a skilled electrical engineer.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Electrical Engineer 1

You are a skilled electrical engineer.

Ability Card ***Not Transferable***

Asylum

Summer 1991

Electrical Engineer 2

You are a skilled electrical engineer.

Ability Card

Not Transferable

Asylum

Summer 1991

Electrical Engineer 2

You are a skilled electrical engineer.

Ability Card

Not Transferable

Asylum

Summer 1991

Electrical Engineer 2

You are a skilled electrical engineer.

Ability Card

Not Transferable

Asylum ***Summer 1991***

Electrical Engineer 2

You are a skilled electrical engineer.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Electrical Engineer 2

You are a skilled electrical engineer.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Electrical Engineer 2

You are a skilled electrical engineer.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Electrical Engineer 3

You are a skilled electrical engineer.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Electrical Engineer 3

You are a skilled electrical engineer.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Electrical Engineer 3

You are a skilled electrical engineer.

Ability Card ***Not Transferable***

Asylum

Summer 1991

Electrical Engineer 3

You are a skilled electrical engineer.

Ability Card

Not Transferable

Asylum

Summer 1991

Electrical Engineer 3

You are a skilled electrical engineer.

Ability Card

Not Transferable

Asylum

Summer 1991

Electrical Engineer 4

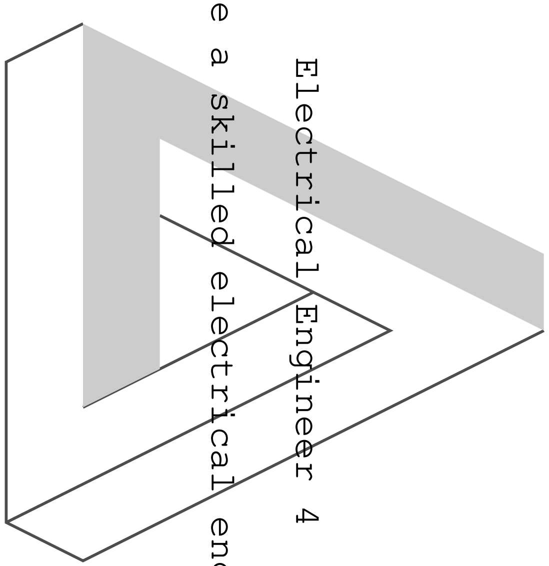
You are a skilled electrical engineer.

Ability Card

Not Transferable

Asylum

Ability Card



Electrical Engineer 4

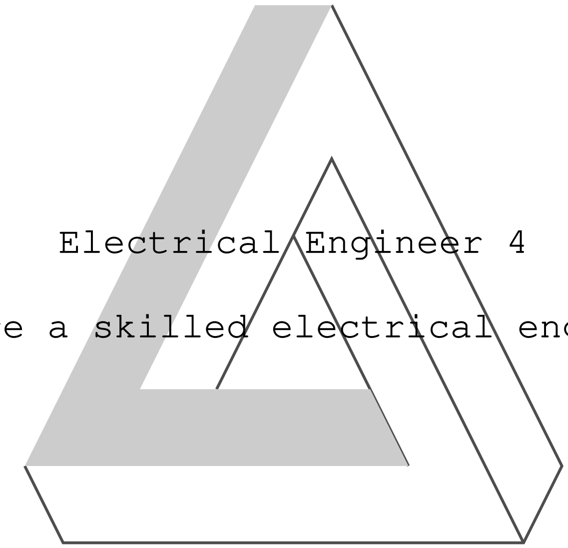
You are a skilled electrical engineer.

Not Transferable

Summer 1991

Asylum

Summer 1991



Electrical Engineer 4

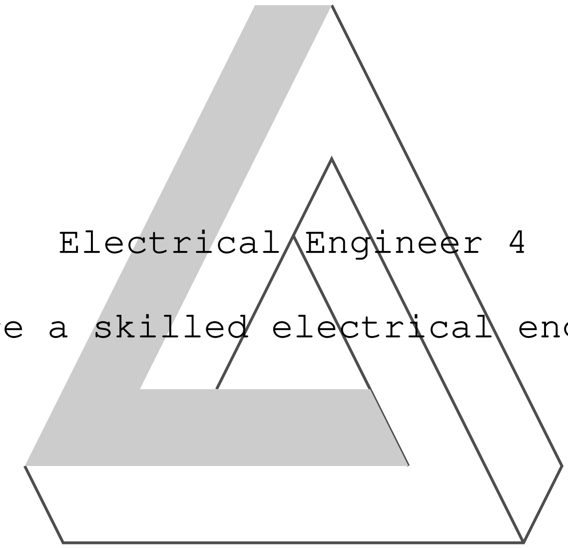
You are a skilled electrical engineer.

Ability Card

Not Transferable

Asylum

Summer 1991



Electrical Engineer 4

You are a skilled electrical engineer.

Ability Card

Not Transferable

Asylum

Ability Card

Chemist 1

You are a skilled chemist.

Summer 1991

Not Transferable

Asylum

Summer 1991

Chemist 1

You are a skilled chemist.

Ability Card

Not Transferable

Asylum

Summer 1991

Chemist 2

You are a skilled chemist.

Ability Card

Not Transferable

Asylum — *Summer 1991*

Chemist 3

You are a skilled chemist.

Ability Card — *Not Transferable*

Asylum — *Summer 1991*

Chemist 3

You are a skilled chemist.

Ability Card — *Not Transferable*

Asylum — *Summer 1991*

Chemist 4

You are a skilled chemist.

Ability Card — *Not Transferable*

Asylum

Summer 1991

Chemist 4

You are a skilled chemist.

Ability Card

Not Transferable

Asylum

Summer 1991

Pyromaniac

You love setting things on fire,
and watching them explode.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Pyromaniac

You love setting things on fire,
and watching them explode.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum *Summer 1991*

Pyromaniac

You love setting things on fire,
and watching them explode.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Pyromaniac

You love setting things on fire,
and watching them explode.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Pyromaniac

You love setting things on fire,
and watching them explode.
Roleplay accordingly.

Ability Card *Not Transferable*

Asylum ***Summer 1991***

Physicist

You are a skilled physicist.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Biologist 1

You are a skilled biologist.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Biologist 2

You are a skilled biologist.

Ability Card ***Not Transferable***

Asylum *Summer 1991*

Biologist 2

You are a skilled biologist.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Biologist 3

You are a skilled biologist.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Biologist 4

You are a skilled biologist.

Ability Card *Not Transferable*

Ability Card

Asylum

Biologist 7

You are a skilled biologist.

Not Transferable

Summer 1991

Asylum

Summer 1991

Paranoia

You are paranoid.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Paranoia

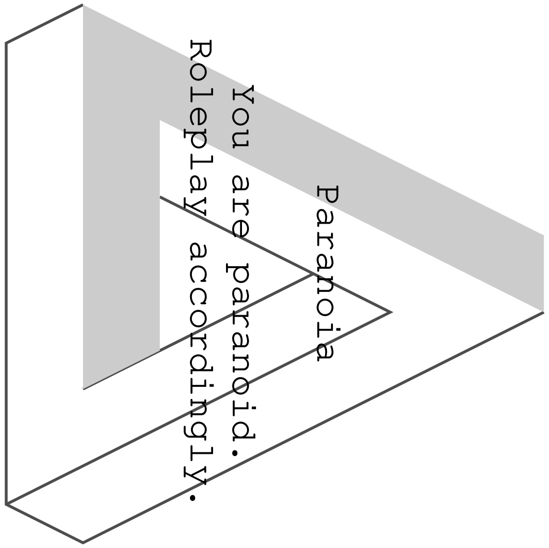
You are paranoid.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Ability Card



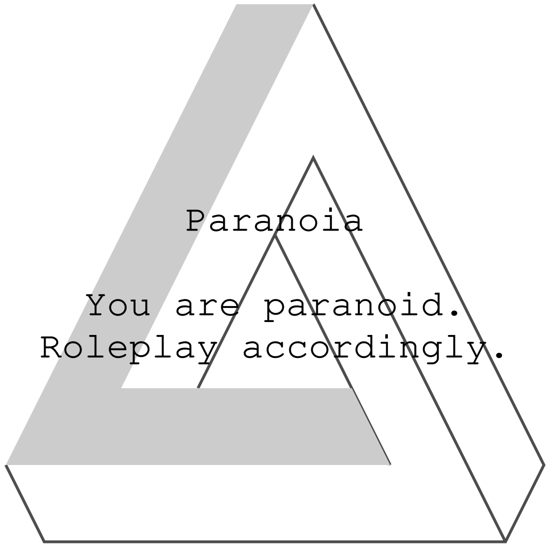
Paranoia

You are paranoid.
Roleplay accordingly.

Summer 1991

Not Transferable

Asylum **Summer 1991**

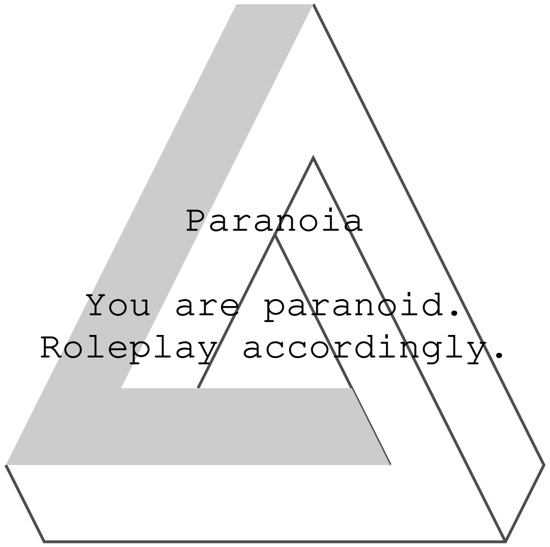


Paranoia

You are paranoid.
Roleplay accordingly.

Ability Card **Not Transferable**

Asylum **Summer 1991**



Paranoia

You are paranoid.
Roleplay accordingly.

Ability Card **Not Transferable**

Ability Card

Asylum

Paranoia

You are paranoid.
Roleplay accordingly.

Not Transferable

Summer 1991

Asylum

Summer 1991

Paranoia

You are paranoid.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Paranoia

You are paranoid.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Ability Card

Paranoia

You are paranoid.
Roleplay accordingly.

Summer 1991

Not Transferable

Asylum

Summer 1991

Paranoia

You are paranoid.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Paranoia

You are paranoid.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Ability Card

Paranoia

You are paranoid.
Roleplay accordingly.

Summer 1991

Not Transferable

Asylum

Summer 1991

Not a Twit

You are not a twit.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Old

You are the oldest man in the world.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Old

You are the oldest man in the world.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Old

You are the oldest man in the world.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991

Old

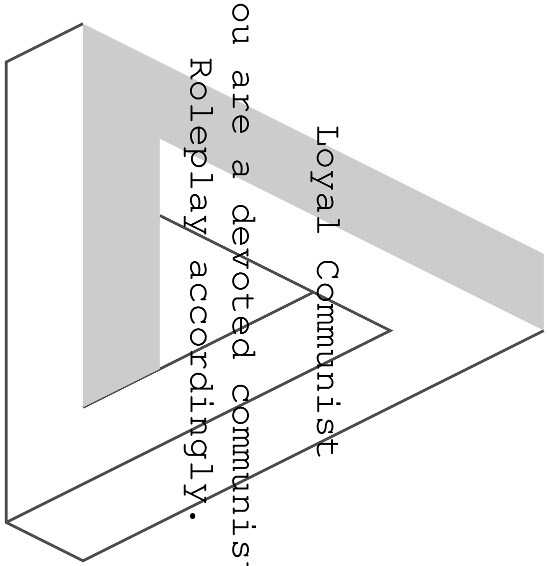
You are the oldest man in the world.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991



Loyal Communist

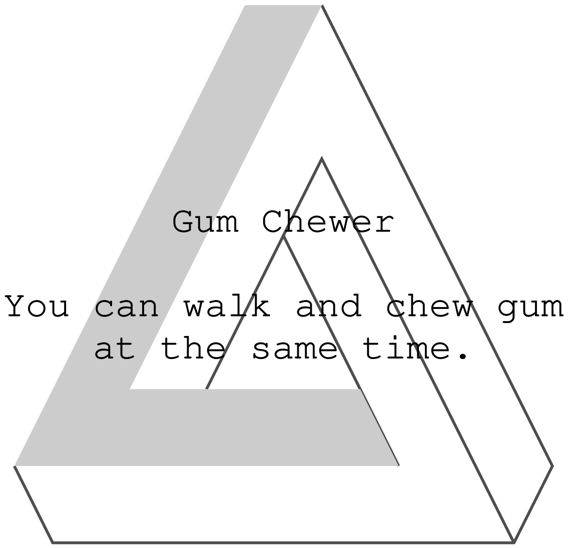
You are a devoted communist.
Roleplay accordingly.

Ability Card

Not Transferable

Asylum

Summer 1991



Gum Chewer

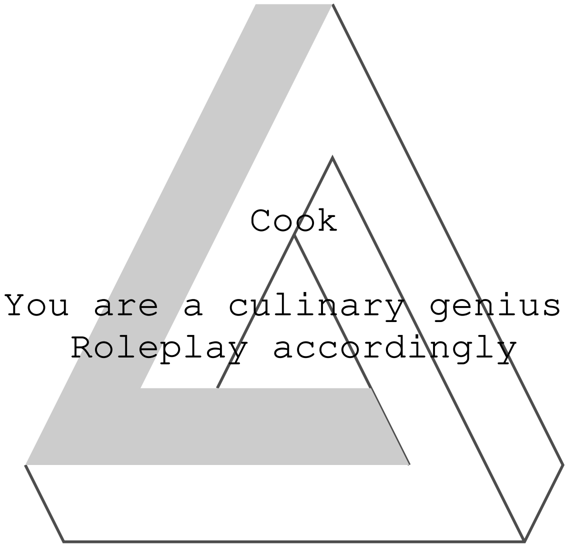
You can walk and chew gum
at the same time.

Ability Card

Not Transferable

Asylum

Summer 1991



Cook

You are a culinary genius.
Roleplay accordingly

Ability Card

Not Transferable

Asylum

Ability Card

Cook

You are a culinary genius.
Roleplay accordingly

Not Transferable

Summer 1991

Asylum

Summer 1991

Cook

You are a culinary genius.
Roleplay accordingly

Ability Card

Not Transferable

Asylum

Summer 1991

Cook

You are a culinary genius.
Roleplay accordingly

Ability Card

Not Transferable

Asylum **Summer 1991**

Fresh Vegetable Combat Expert

You get a +2 to all martial attacks
using fresh vegtables.
Roleplay accordingly.

Ability Card **Not Transferable**

Asylum **Summer 1991**

Fresh Vegetable Combat Expert

You get a +2 to all martial attacks
using fresh vegtables.
Roleplay accordingly.

Ability Card **Not Transferable**

Asylum **Summer 1991**

Fresh Vegetable Combat Expert

You get a +2 to all martial attacks
using fresh vegtables.
Roleplay accordingly.

Ability Card **Not Transferable**

Asylum — Summer 1991

Fresh Vegetable Combat Expert

You get a +2 to all martial attacks
using fresh vegtables.
Roleplay accordingly.

Ability Card — Not Transferable

Asylum — Summer 1991

Forceful Dialect

You try to always begin sentences
with the word "I".

Ability Card — 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 *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*

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Ability Card

Not Transferable

Asylum

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Ability Card

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Summer 1991

Computer Wizard

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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

Computer Wizard

You are extremely knowledgeable about computers.

Ability Card

Not Transferable

Asylum

Summer 1991

Computer Techie

You can make jokes based on abstract computer acronyms and generally talk shop about computers.

Ability Card

Not Transferable

Asylum *Summer 1991*

Computer Techie

You can make jokes based on abstract computer acronyms and generally talk shop about computers.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Computer Techie

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Ability Card *Not Transferable*

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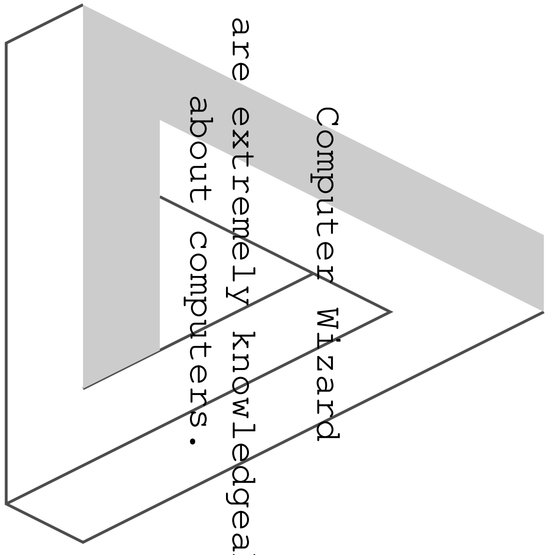
Ability Card *Not Transferable*

Asylum Summer 1991

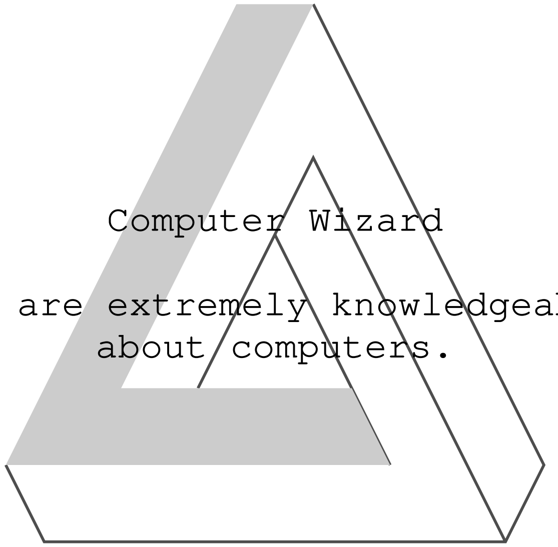


Computer Wizard

You are extremely knowledgeable about computers.

Ability Card Not Transferable

Asylum Summer 1991

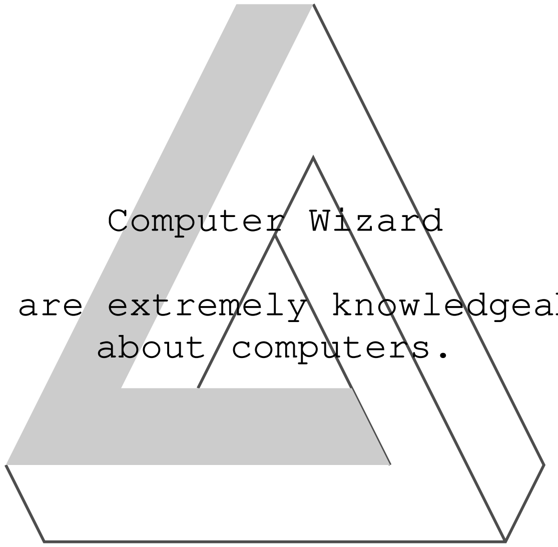


Computer Wizard

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

Ability Card

Asylum

Computer Wizard

You are extremely knowledgeable
about computers.

Not Transferable

Summer 1991

Asylum

Summer 1991

Computer Wizard

You are extremely knowledgeable
about computers.

Ability Card

Not Transferable

Asylum

Summer 1991

Elvis Fan

You believe in the King.
You've seen his ghost.
You share a special communion and feeling
of belonging with other Elvis Fans.

Ability Card

Not Transferable

Asylum **Summer 1991**

Elvis Fan

You believe in the King.
You've seen his ghost.
You share a special communion and feeling
of belonging with other Elvis Fans.

Ability Card **Not Transferable**

Asylum **Summer 1991**

Elvis Fan

You believe in the King.
You've seen his ghost.
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Ability Card **Not Transferable**

Asylum **Summer 1991**

Elvis Fan

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You've seen his ghost.
You share a special communion and feeling
of belonging with other Elvis Fans.

Ability Card **Not Transferable**

Asylum — Summer 1991

Elvis Fan

You believe in the King.
You've seen his ghost.
You share a special communion and feeling
of belonging with other Elvis Fans.

Ability Card — Not Transferable

Asylum — Summer 1991

Monty Python Quotes

When making a long speech,
if you run out of anything
intelligent to say,
you can use a Monty Python quote in its
place and everybody will think
that's very witty.

Ability Card — Not Transferable

Asylum — Summer 1991

Monty Python Quotes

When making a long speech,
if you run out of anything
intelligent to say,
you can use a Monty Python quote in its
place and everybody will think
that's very witty.

Ability Card — Not Transferable

Asylum *Summer 1991*

Monty Python Quotes

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intelligent to say,
you can use a Monty Python quote in its
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that's very witty.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Monty Python Quotes

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Ability Card *Not Transferable*

Asylum *Summer 1991*

Monty Python Quotes

When making a long speech,
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intelligent to say,
you can use a Monty Python quote in its
place and everybody will think
that's very witty.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Monty Python Quotes

When making a long speech, if you run out of anything intelligent to say, you can use a Monty Python quote in its place and everybody will think that's very witty.

Ability Card *Not Transferable*

Asylum *Summer 1991*

I'm With Stupid Ability

You can hit somebody with stupid rays, forcing them to make idiotic decisions pre-game. Not retroactive.

Ability Card *Not Transferable*

Asylum *Summer 1991*

I'm With Stupid Ability

You can hit somebody with stupid rays, forcing them to make idiotic decisions pre-game. Not retroactive.

Ability Card *Not Transferable*

Asylum *Summer 1991*

I’m With Stupid Ability

You can hit somebody with stupid rays, forcing them to make idiotic decisions pre-game. Not retroactive.

Ability Card *Not Transferable*

Asylum *Summer 1991*

I’m With Stupid Ability

You can hit somebody with stupid rays, forcing them to make idiotic decisions pre-game. Not retroactive.

Ability Card *Not Transferable*

Asylum *Summer 1991*

I’m With Stupid Ability

You can hit somebody with stupid rays, forcing them to make idiotic decisions pre-game. Not retroactive.

Ability Card *Not Transferable*

Asylum

Summer 1991

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

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

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***

Phys Plant

You can commandeer tools,
building materials, and funny waxing
machines any time of day or night.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Phys Plant

You can commandeer tools,
building materials, and funny waxing
machines any time of day or night.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Phys Plant

You can commandeer tools,
building materials, and funny waxing
machines any time of day or night.

Ability Card ***Not Transferable***

Asylum

Phys Plant

You can commandeer tools,
building materials, and funny waxing
machines any time of day or night.

Ability Card

Not Transferable

Summer 1991

Asylum

Summer 1991

Phys Plant

You can commandeer tools,
building materials, and funny waxing
machines any time of day or night.

Ability Card

Not Transferable

Asylum

Summer 1991

Super Phys Plant

You may close off an area
of the floor to player traffic, for
cleaning and waxing. You must be present to yell
ugly nasty things at them for this ability to work.

Ability Card

Not Transferable

Asylum *Summer 1991*

Super Phys Plant

You may close off an area
of the floor to player traffic, for
cleaning and waxing. You must be
present to yell ugly nasty things at
them for this ability to work.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Super Phys Plant

You may close off an area
of the floor to player traffic, for
cleaning and waxing. You must be
present to yell ugly nasty things at
them for this ability to work.

Ability Card *Not Transferable*

Asylum *Summer 1991*

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Ability Card *Not Transferable*

Asylum *Summer 1991*

Super Phys Plant

You may close off an area
of the floor to player traffic, for
cleaning and waxing. You must be
present to yell ugly nasty things at
them for this ability to work.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Brady Bunch

For two minutes you can convince
any group of people to act out the parts
of the kids from the Brady Bunch.
This does not prevent them from doing
anything except being serious.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Super Phys Plant

You may close off an area
of the floor to player traffic, for
cleaning and waxing. You must be
present to yell ugly nasty things at
them for this ability to work.

Ability Card *Not Transferable*

Asylum

Summer 1991

Brady Bunch

For two minutes you can convince
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of the kids from the Brady Bunch.
This does not prevent them from doing
anything except being serious.

Ability Card

Not Transferable

Asylum

Summer 1991

Brady Bunch

For two minutes you can convince
any group of people to act out the parts
of the kids from the Brady Bunch.
This does not prevent them from doing
anything except being serious.

Ability Card

Not Transferable

Asylum

Summer 1991

Brady Bunch

For two minutes you can convince
any group of people to act out the parts
of the kids from the Brady Bunch.
This does not prevent them from doing
anything except being serious.

Ability Card

Not Transferable

Summer 1991

Not Transferable

Yodeling

You have mastered the fine art of yodeling.

Asylum

Ability Card

Summer 1991

Not Transferable

Yodeling

You have mastered the fine art of yodeling.

Asylum

Ability Card

Asylum

Summer 1991

Brady Bunch

For two minutes you can convince
any group of people to act out the parts
of the kids from the Brady Bunch.
This does not prevent them from doing
anything except being serious.

Ability Card

Not Transferable

Ability Card ***Asylum***

Yodeling

You have mastered the fine art of yodeling.

Not Transferable ***Summer 1991***

Asylum ***Summer 1991***

Yodeling

You have mastered the fine art of yodeling.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

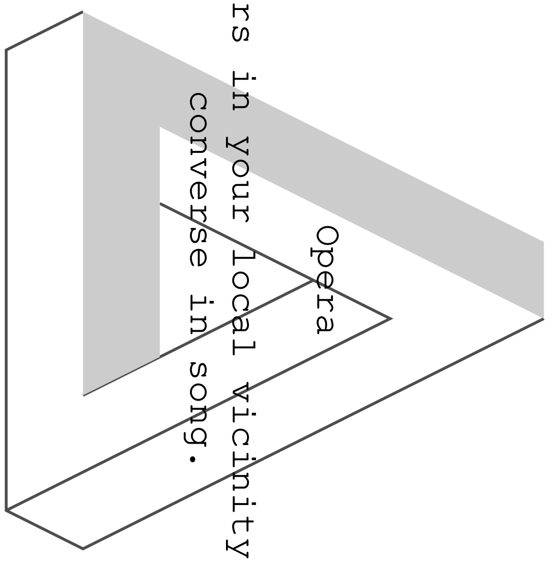
Yodeling

You have mastered the fine art of yodeling.

Ability Card ***Not Transferable***

Asylum

Summer 1991



Opera

Players in your local vicinity must converse in song.

Ability Card

Not Transferable

Asylum

Summer 1991

Opera

Players in your local vicinity must converse in song.

Ability Card

Not Transferable

Asylum

Summer 1991

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Players in your local vicinity must converse in song.

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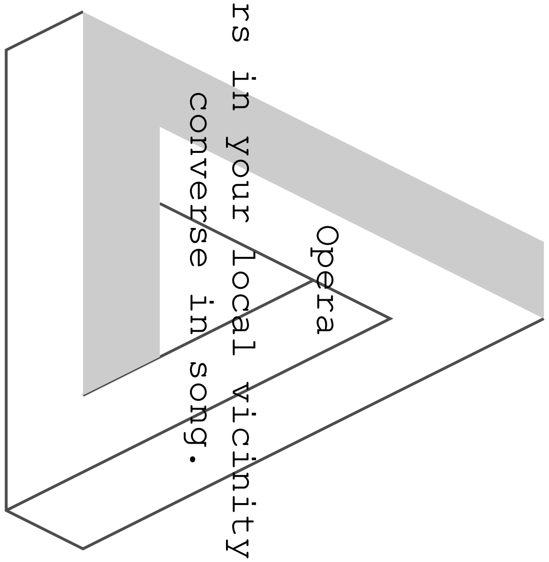
Asylum · *Summer 1991*



Opera

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Ability Card · *Not Transferable*

Asylum · *Summer 1991*

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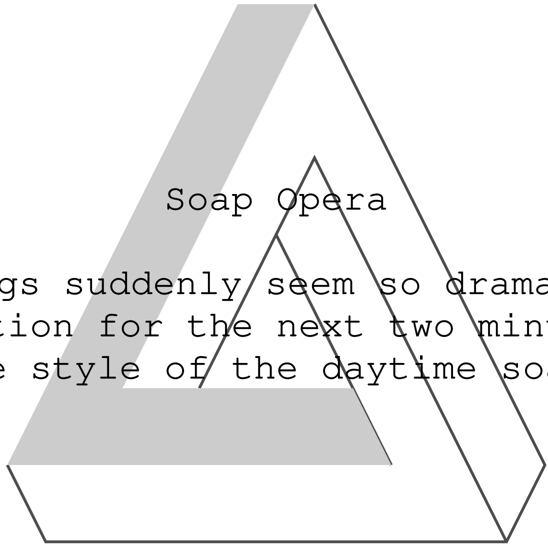
Ability Card · *Not Transferable*

Asylum · *Summer 1991*



Soap Opera

Things suddenly seem so dramatic! Conversation for the next two minutes must be in the style of the daytime soap opera.

Ability Card · *Not Transferable*

Asylum

Summer 1991

Soap Opera

Things suddenly seem so dramatic!
Conversation for the next two minutes must
be in the style of the daytime soap opera.

Ability Card

Not Transferable

Asylum

Summer 1991

Soap Opera

Things suddenly seem so dramatic!
Conversation for the next two minutes must
be in the style of the daytime soap opera.

Ability Card

Not Transferable

Asylum

Summer 1991

Nuclear Physics 1

You may add one to any of your technical
skills when dealing with problems relating
to nuclear physics, power production,
or similar matters

Ability Card

Not Transferable

Asylum

Summer 1991

Physics 1

You have some skill in physics.

Ability Card

Not Transferable

Asylum

Summer 1991

Physics 1

You have some skill in physics.

Ability Card

Not Transferable

Asylum

Summer 1991

Physics 2

You have some skill in physics.

Ability Card

Not Transferable

Ability Card ***Asylum***

Physics 2

You have some skill in physics.

Not Transferable ***Summer 1991***

Asylum ***Summer 1991***

Physics 3

You have some skill in physics.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***

Physics 3

You have some skill in physics.

Ability Card ***Not Transferable***

Ability Card

Asylum

Physics 4

You have some skill in physics.

Not Transferable

Summer 1991

Asylum

Summer 1991

Physics 4

You have some skill in physics.

Ability Card

Not Transferable

Asylum

Summer 1991

Physics 6

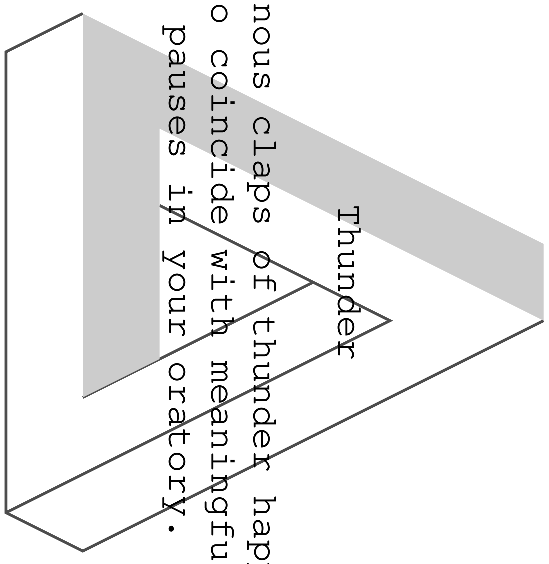
You have some skill in physics.

Ability Card

Not Transferable

Asylum

Ability Card



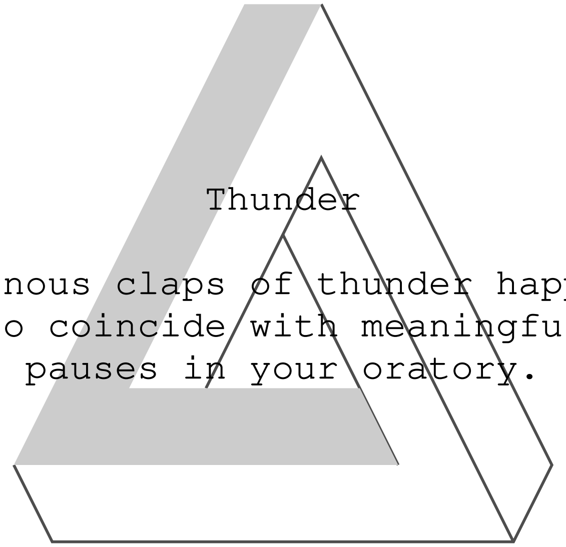
Thunder

Ominous claps of thunder happen
to coincide with meaningful
pauses in your oratory.

Summer 1991

Not Transferable

Asylum ***Summer 1991***



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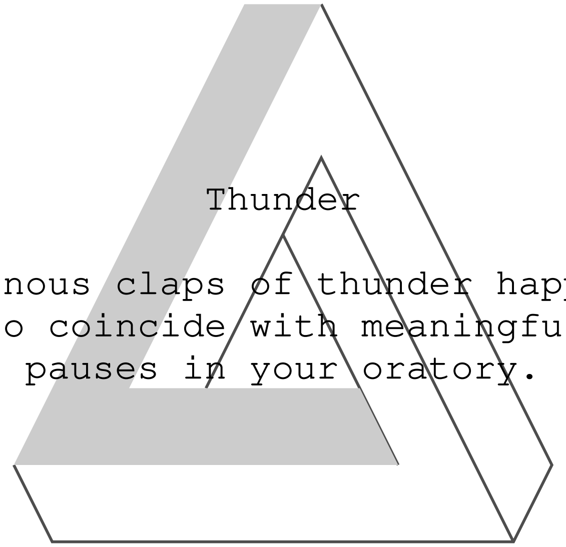
to coincide with meaningful
pauses in your oratory.

Ability Card ***Not Transferable***

Asylum ***Summer 1991***



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pauses in your oratory.

Ability Card ***Not Transferable***

Asylum

Ability Card

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to coincide with meaningful
pauses in your oratory.

Not Transferable

Summer 1991

Asylum

Summer 1991

Thunder

Ominous claps of thunder happen
to coincide with meaningful
pauses in your oratory.

Ability Card

Not Transferable

Asylum

Summer 1991

Animal Husbandry

You are expert in the care
and feeding of farm animals,
including goats, cows, chickens and sheep.

Ability Card

Not Transferable

Asylum

Summer 1991

Animal Husbandry

You are expert in the care
and feeding of farm animals,
including goats, cows, chickens and sheep.

Ability Card

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Animal Husbandry

You are expert in the care and feeding of farm animals, including goats, cows, chickens and sheep.

Ability Card

Not Transferable

Asylum

Summer 1991

Bribery

You can bribe NPC's without their reporting it.

Ability Card

Not Transferable

Asylum

Summer 1991

Bribery

You can bribe NPC's without their reporting it.

Ability Card

Not Transferable

Asylum *Summer 1991*

Bribery

You can bribe NPC's without their reporting it.

Ability Card *Not Transferable*

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Ability Card *Not Transferable*

Asylum *Summer 1991*

Bribery

You can bribe NPC's without their reporting it.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Bribery II

You can bribe NPC's without
their reporting it,
and test if they're bribable without
their noticing.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Bribery II

You can bribe NPC's without
their reporting it,
and test if they're bribable without
their noticing.

Ability Card *Not Transferable*

Asylum *Summer 1991*

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Not Transferable

Asylum

Summer 1991

Bribery II

You can bribe NPC's without
their reporting it,
and test if they're bribable without
their noticing.

Ability Card

Not Transferable

Asylum

Summer 1991

Cursing

You can swear in the languages
of many peoples, causing blushes
among the ladies and purpling among
the men. Roleplay accordingly.

Ability Card

Not Transferable

Asylum *Summer 1991*

Dolphin Fixation

You love dolphins.
They are your friends. Swimming and playing
with them is the greatest joy of your life.
You hate people who hurt dolphins.

Ability Card *Not Transferable*

Asylum *Summer 1991*

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You love dolphins.
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Summer 1991

Dolphin Fixation

You love dolphins.

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You hate people who hurt dolphins.

Ability Card

Not Transferable

Asylum

Summer 1991

Fashion Sense

You are skilled in finding just the right outfit for any social occasion. If you need the item cards for the clothing, contact a GM.

Ability Card

Not Transferable

Asylum

Summer 1991

Fashion Sense

You are skilled in finding just the right outfit for any social occasion. If you need the item cards for the clothing, contact a GM.

Ability Card

Not Transferable

Asylum Summer 1991

Fashion Sense

You are skilled in finding
just the right outfit for any social occasion.
If you need the item cards for the clothing,
contact a GM.

Ability Card **Not Transferable**

Asylum Summer 1991

Gossip

You love to gossip.
You can walk up to anybody and get
them to trade a tidbit of
information with you, once per day per person.

Ability Card **Not Transferable**

Asylum Summer 1991

Fashion Sense

You are skilled in finding
just the right outfit for any social occasion.
If you need the item cards for the clothing,
contact a GM.

Ability Card Not Transferable

Asylum *Summer 1991*

Gossip

You love to gossip.
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them to trade a tidbit of
information with you, once per day per person.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Martial Stumble

The first blow launched at you
in any attack misses as you trip
over your own feet. Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Martial Stumble

The first blow launched at you
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in any attack misses as you trip
over your own feet. Roleplay accordingly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Newspaper Reporter

Stories you write for the
newspaper will be printed as news or opinion columns.
You are expected to write daily, or your editor
will call you and harangue you endlessly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Newspaper Reporter

Stories you write for the
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You are expected to write daily, or your editor
will call you and harangue you endlessly.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Observe Security Systems

You can tell when security systems are
present, or when security checks are being done.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Observe Security Systems

You can tell when security systems are present, or when security checks are being done.

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Ability Card *Not Transferable*

Asylum *Summer 1991*

Ridicule

You can taunt anyone who disagrees
with you for foolish mistakes in
their grammar,
posture, and taste. They will blush in
embarassment at
their gauchery, and splutter for one minute.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Ridicule

You can taunt anyone who disagrees
with you for foolish mistakes in
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Ability Card *Not Transferable*

Asylum — *Summer 1991*

Ridicule

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Ability Card — *Not Transferable*

Asylum — *Summer 1991*

Shady Contacts

You have the ability to collect rumors from the world "underground" network. See a GM to use.

Ability Card — *Not Transferable*

Asylum — *Summer 1991*

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Asylum *Summer 1991*

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See a GM to use.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Wine Expert

You are extremely gifted at
distinguishing vintages and types of liquors,
especially fine wines. You can also tolerate
alcohol better than most, coping with perhaps
2 times a normal person’s limits.
You also know a great deal about the history of wines.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Wine Expert

You are extremely gifted at
distinguishing vintages and types of liquors,
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You also know a great deal about the history of wines.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Bridge

You are an expert at twisting people's arms and peer pressuring them into playing a hand of Bridge. They can only refuse by promising to play another time.

Ability Card *Not Transferable*

Asylum *Summer 1991*

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You are an expert at twisting people's arms and peer pressuring them into playing a hand of Bridge. They can only refuse by promising to play another time.

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