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 *Summer 1991*

Not Transferable

Asylum

Ability Card

Programming 60

You hack real good.
See the programming greensheet

Not Transferable

Summer 1991

Asylum

Ability Card

Programming 55

You hack real good.
See the programming greensheet

Not Transferable

Asylum

Ability Card

Programming 35

You hack real good.
See the programming greensheet

Not Transferable

Summer 1991

Asylum

Ability Card

Programming 30

You hack real good.
See the programming greensheet

Not Transferable

Summer 1991

Asylum

Ability Card

Programming 30

You hack real good.
See the programming greensheet

Not Transferable

Asylum

Ability Card

Lockpicking 20

You can pick locks.
See a GM to use.

Not Transferable

Summer 1991

Asylum

Summer 1991

Lockpicking 50

You can pick locks.
See a GM to use.

Ability Card

Not Transferable

Asylum

Summer 1991

Lockpicking 60

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 *Summer 1991*

Lockpicking 75

You can pick locks.
See a GM to use.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Lockpicking 60

You can pick locks.
See a GM to use.

Ability Card *Not Transferable*

Asylum

Lockpicking 70

You can pick locks.
See a GM to use.

Summer 1991

Ability Card *Not Transferable*

Asylum *Summer 1991*

Lockpicking

You can pick locks.
See a GM to use.

Ability Card *Not Transferable*

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

Lockpicking 90

You can pick locks.
See a GM to use.

Summer 1991

Ability Card *Not Transferable*

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*

Disable Alarms

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

Ability Card *Not Transferable*

Asylum

Disable Alarms

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

Ability Card *Summer 1991* *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*

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*

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*

Disarm

You can disarm opponents
in a dramatic and entertaining fashion.
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.

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

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Ability Card

Acrobatics

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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

Summer 1991

Seduction

If you are alone with someone
of the opposite sex for 15 minutes,
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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*

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*

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*

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*

ASYLUM

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*

ASYLUM

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

ASYLUM

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Ability Card *Summer 1991*

Not Transferable

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Medic

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People die less frequently if you are
around to patch them up. 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*

Asylum *Summer 1991*

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You can administer first aid.
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Ability Card *Not Transferable*

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Ability Card *Not Transferable*

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First Aid

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

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*

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

First Aid

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This sometimes helps hurt people.
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Summer 1991

Ability Card *Not Transferable*

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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*

Artiste

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

Ability Card *Not Transferable*

Asylum *Summer 1991*

Megalomaniac

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Summer 1991

Asylum

Ability Card

Artiste

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

Not Transferable

Summer 1991

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

Nuclear Engineer

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

Ability Card *Summer 1991*

Not Transferable

Asylum *Summer 1991*

Mechanical Engineering 1

You have skill in mechanical engineering.

Ability Card *Not Transferable*

Asylum *Summer 1991*

Politician

You are a highly skilled
and very knowledgeable politician.

Ability Card *Not Transferable*

Asylum

Mechanical Engineering 1

You have skill in mechanical engineering.

Ability Card *Summer 1991*

Not Transferable

Asylum

Ability Card

Not Transferable

Politician

You are a highly skilled
and very knowledgeable politician.

Asylum

Summer 1991

Asylum

Summer 1991

Ability Card

Not Transferable

Politician

You are a highly skilled
and very knowledgeable politician.

Asylum

Summer 1991

Ability Card

Not Transferable

Politician

You are a highly skilled
and very knowledgeable politician.

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

Politician

You are a highly skilled and very knowledgeable politician.

Ability Card *Summer 1991* *Not Transferable*

Asylum

Electrical Engineer 1

You are a skilled electrical engineer.

Ability Card

Not Transferable

Asylum

Summer 1991

Asylum

Electrical Engineer 1

You are a skilled electrical engineer.

Ability Card

Not Transferable

Asylum

Summer 1991

Asylum

Electrical Engineer 2

You are a skilled electrical engineer.

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

Electrical Engineer 2

You are a skilled electrical engineer.

Ability Card *Summer 1991* *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

Pyromaniac

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

Summer 1991

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

Pyromaniac

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

Summer 1991

Ability Card *Not Transferable*

Asylum

Ability Card

Biologist 2

You are a skilled biologist.

Not Transferable

Summer 1991

Asylum

Summer 1991

Biologist 2

You are a skilled biologist.

Ability Card

Not Transferable

Asylum

Summer 1991

Truth Serum Resistance

You may lie to one of three questions
and may stay silent for one

Ability Card

Not Transferable

Asylum *Summer 1991*

Truth Serum Resistance

You may lie to one of three questions
and may stay silent for one

Ability Card *Not Transferable*

Asylum *Summer 1991*

Truth Serum Resistance

You may lie to one of three questions
and may stay silent for one

Ability Card *Not Transferable*

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Ability Card *Not Transferable*

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and may stay silent for one

Ability Card *Not Transferable*

Asylum *Summer 1991*

Truth Serum Resistance

You may lie to one of three questions

Ability Card *Not Transferable*

Asylum *Summer 1991*

Truth Serum Resistance

You may lie to one of three questions

Ability Card *Not Transferable*

Asylum

Truth Serum Resistance

You may lie to one of three questions and may stay silent for one

Summer 1991

Ability Card *Not Transferable*

Asylum

Ability Card

Truth Serum Resistance

You may lie to one of three questions

Not Transferable

Summer 1991

Asylum

Ability Card

Truth Serum Resistance

You may stay silent for one of three questions

Not Transferable

Summer 1991

Asylum

Ability Card

Truth Serum Resistance

You may stay silent for one of three questions

Not Transferable

Summer 1991

Asylum *Summer 1991*

Truth Serum Resistance

You may stay silent for one
of three questions

Ability Card *Not Transferable*

Asylum

Truth Serum Resistance

You may stay silent for one
of three questions

Summer 1991

Ability Card

Not Transferable