

Ability Card

Dr. Doom (JB Parkes)

## Vandalize

You can vandalize signs using your Science Sharpie.

If you have a Science Sharpie (87810), you may spend 1 Science in front of an in-game sign and wait ten seconds, to change the symbol (letter, punctuation mark, etc.) of your choice.

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Not Transferable

Ability Effect

Look, I made the sign better! Narf!

Sciencetown

December 12+13 2009

Ability Card    Bill Nye the Science Guy (Alexandra Westbrook)

## Drone Immunity

You can leave Sciencetown to venture outside because you are already infected with the drone virus. You may take the 26 stairs to 26-1 and 26-4.

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Not Transferable

Ability Effect

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Sciencetown

December 12+13 2009

Ability Card

Dr. Horrible (Ben Kaduk)

Appraise Items

You know how to recognize the value of any item. If  $x$  is the second-to-last digit of the item number, and  $y$  is the last digit of the item number, then the item will be worth  $x \times 10^y$  quintillion Hyper-Credits in 2420.

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Not Transferable

Ability Effect

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Sciencetown

December 12+13 2009

Ability Card

Dr. Henry Jekyll (Alex Kandell)

**Not a Scientist**

You're not actually a scientist. You may not perform experiments to gain extra Science.

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Not Transferable

Ability Effect

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Sciencetown

December 12+13 2009



Ability Card

Dr. Hannibal Lecter (Daniel Whalen)

## Determine Deliciousness

You can determine how delicious people are. Stand within ZoC of your target and spend 10 seconds looking them over from a variety of angles. Then, spend one Scienceask them for their  $\delta$  stat ("delta" for "deliciousness"). Deliciousness is on a scale from 1 to 10, 1 being "inedible" and 10 being "your favorite food."

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Dr. Hannibal Lecter (Daniel Whalen)

## Clip Toenails

You can clip people's toenails. They must be willing to give you some toenail clippings in order for this ability to work, so act trustworthy and be clever. To clip a toenail from a willing target, spend five seconds holding the Toenail Clipper within a foot of the target's foot. Then, decrement their  $\tau$  stat by 1 and create an item card for "Toenail," item number 72700. If their  $\tau$  stat was  $\leq 0$ , this ability fails.

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Dr. Hannibal Lecter (Daniel Whalen)

## Psychiatric Therapy

You may partially cure someone else's psychological problems. After following the procedure in the Psychology Sessions greensheet, you may use this ability to remove one psychlim from the patient.

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Not Transferable

Ability Effect

Tell me your  $\delta$  stat.

Sciencetown

December 12+13 2009

Ability Card

Not Transferable

Ability Effect

I clip off one of your toenails. Tell me your  $\tau$  stat.  
If your  $\tau$  stat is  $\geq 1$ , decrement it by 1.

Sciencetown

December 12+13 2009

Ability Card

Not Transferable

Ability Effect

Lose a random psychlim. Please don't cheese the random bit.

Sciencetown

December 12+13 2009

Ability Card

Dr. Mario (Catherine Olsson)

## Infect

You can use some of your viruses to infect other people with swine flu. Spend 1 Science to infect another player. They must then sneeze and then oink every 30 seconds for the next five minutes.

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Not Transferable

Ability Effect

You have been infected with swine flu. You must sneeze and then oink every 30 seconds for the next five minutes. If you are already infected, the timer resets.

Sciencetown

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Ability Card

Egon Spengler (Mike Salvato)

## Neutron-flux disruption

You know how the shield generators in this town work like the back of your hand. You've figured out how to work the control panels to induce a trans-dimensional local instability in the neutron flux grid of the shield, which is to say, allow large (human-sized or up) objects to pass through unharmed, without opening the town up to risk of infection.

For 2 science, you may use this ability to open a small hole in the ScienceDome. This hole lasts until one item has been passed through it.

The procedure is also relatively simple – if you wish, you may spend one minute with another character next to a shield generator in order to teach them the control sequence, and then they may go to the GMs to receive a copy of this item card.

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Not Transferable

Ability Effect

I open a small hole in the ScienceDome through which objects, but not the drone virus, can pass.

Sciencetown

December 12+13 2009

Ability Card

Dr. T (Greg Lohman)

## Evaluate Ptitude

Talk to another character about their greatest triumph against their foes prior to arriving at Sciencetown. Have them relate their gloating speeches if appropriate. If you spend at least two minutes talking, you may use this ability on them.

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Dr. T (Greg Lohman)

## Assess Research Potential

In order to use this ability, you and another scientist must together spend at least one Science each on any task. Once you've done so, you may use this ability on them.

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Not Transferable

Ability Effect

Tell me your  $\pi_T$  stat.

Sciencetown

December 12+13 2009

Ability Card

Not Transferable

Ability Effect

Tell me your  $\rho$  stat.

Sciencetown

December 12+13 2009



Ability Card

Items distributed at runtime

DNA Scanning

If you are holding a Laser DNA Scanner of Science (10985), you may spend 1 Science to analyze the DNA of a target within ZOC. They will tell you the contents of their critical section of DNA.

Sciencetown/December 12+13 2009

Not Transferable

Ability Card

Not Transferable

Ability Effect

My Laser DNA Scanner of Science (10985) zaps a chunk of flesh from your shoulder, which kinda hurts a lot. Tell me your ♠ stat. Additionally, for the next 2 minutes, you are unable to use your off-hand for anything until the wound heals.

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