



Character Card Back Side.

Vehicle \_\_\_\_\_  
Weapon(s) \_\_\_\_\_  
Clothing \_\_\_\_\_

Food, Drink, & Drugs \_\_\_\_\_

Miscellaneous Items & Possessions \_\_\_\_\_

Cash on Hand  Ammunition

Vehicle \_\_\_\_\_  
Weapon(s) \_\_\_\_\_  
Clothing \_\_\_\_\_

Food, Drink, & Drugs \_\_\_\_\_

Miscellaneous Items & Possessions \_\_\_\_\_

Cash on Hand  Ammunition

Vehicle \_\_\_\_\_  
Weapon(s) \_\_\_\_\_  
Clothing \_\_\_\_\_

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Miscellaneous Items & Possessions \_\_\_\_\_

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Clothing \_\_\_\_\_

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Miscellaneous Items & Possessions \_\_\_\_\_

Cash on Hand  Ammunition

Paranormal Effects Card Front Side.

**THE READY RULES OF THE ROAD**

PARANORMAL EFFECTS usable by \_\_\_\_\_ name

who is a  PSYCHIC  MAGICIAN  WITCH / WARLOCK  MIRACLE WORKER (check one)

Check usable effects:

- |  |  |   |
|--|--|---|
| <input type="checkbox"/> Apport          | <input type="checkbox"/> Dowse               | <input type="checkbox"/> Possess Body             |
| <input type="checkbox"/> Bar Spirits     | <input type="checkbox"/> Increase Ability    | <input type="checkbox"/> Protection From Magic    |
| <input type="checkbox"/> Blast           | <input type="checkbox"/> Inflict Disability  | <input type="checkbox"/> Read Mind                |
| <input type="checkbox"/> Change Luck     | <input type="checkbox"/> Know Past or Future | <input type="checkbox"/> Repair Object or Machine |
| <input type="checkbox"/> Charm           | <input type="checkbox"/> Learn Language      | <input type="checkbox"/> Resize                   |
| <input type="checkbox"/> Control Fire    | <input type="checkbox"/> Levitate            | <input type="checkbox"/> See Aura                 |
| <input type="checkbox"/> Control Spirit  | <input type="checkbox"/> Maintain Effect     | <input type="checkbox"/> Sense at a Distance      |
| <input type="checkbox"/> Create Illusion | <input type="checkbox"/> Make Undetectable   | <input type="checkbox"/> Summon Spirit            |
| <input type="checkbox"/> Cure Disability | <input type="checkbox"/> Materialize Objects | <input type="checkbox"/> Telekinesis              |
| <input type="checkbox"/> Cure Wounds     | <input type="checkbox"/> Mediumship.         | <input type="checkbox"/> Transform Self           |

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# Paranormal Effects Card Back Side.

## MAGICAL RITUALS KNOWN

Ritual Name: \_\_\_\_\_  
Effect Produced: \_\_\_\_\_  
Items Needed: \_\_\_\_\_  
Other Considerations: \_\_\_\_\_

Ritual Name: \_\_\_\_\_  
Effect Produced: \_\_\_\_\_  
Items Needed: \_\_\_\_\_  
Other Considerations: \_\_\_\_\_

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The "Ready Rules of the Road Character Cards – Version A" are based upon the information in "The Ready Rules of the Road – Play-Test Version A".

"The Ready Rules of the Road – Play-Test Version A" utilizes material from the System Reference Document. It also incorporates and adapts some materials from the "Ghastly Affair Player's Manual" and "Ghastly Affair Presenter's Manual", as well as material first published by Daniel James Hanley as Open Game Content on his blog "The Engine of Oracles".

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