

# Museum of the Mind's-Eye

## THE ADVENTURE

*“Marvel Avengers” meets “Night at the Museum”*

T.A.L.O.N. (“Threats and Anomalies: Logistical Operations Network”) is an off-the-grid international ‘Shadow’ agency funded by the world’s governments charged with issuing advisories concerning paranormal events.

The characters receive a T.A.L.O.N. Threat Report that the nefarious mutant “Skeletos” (able to shapechange into human or inanimate forms) has stolen an alien artifact known as the “Mind’s -Eye Ray Gun”, capable of transforming inanimate objects into living, sentient creatures who obey the commands of the ray gun wielder. Skeletos has entered the Smithsonian Museum complex and is wreaking havoc.

## RULES

### TRAITS

Characters have **traits** arranged in a Haiku 5/7/5 syllable format. Some traits indicate special abilities. Example:

#### Kale “Ice-Blade” Sherrier

*Create/Control Ice*

*Fighting, Intimidation*

*Persuasion, Command*

### TURN COUNTDOWNS

In 4 hour games, **each player's turn** starts at 4 minutes, decreases 1 minute per hour and ends with 1 minute turns the last hour.

### TIMER TOKEN

An egg timer is passed player-to-player. The player with this **timer token** on their character sheet decides their actions and roll dice. Actions declared but not rolled when the timer buzzes automatically fail.

### DICE POOLS

Start each session with three dice in your **personal dice pool**.

### GM REWARDS

The Gamemaster (GM) may grant you **additional pool dice**

as **reward** for good roleplaying, problem solving, heroic deeds, entering danger because of a trait or even making the group laugh.

### ROLLING THE DICE

To overcome obstacles, roll dice. Even numbers count as 1 point, odd numbers count 0. You get **one die for free**. **Add a die for each trait** your character could logically use to overcome the obstacle. Lastly, **add any number of personal pool dice**.

The resulting number must **meet or beat the target number set by the GM** (usually 3) to succeed.

**If you succeed**, *discard* the dice you rolled, including any pool dice you used.

**If you fail**, you don't achieve your goal. *Keep* the pool dice you rolled and add another die to your pool. The GM will escalate events and you may be able to try again to overcome the obstacle.



### CONDITIONS

When you fail a roll or when the situation warrants, the GM may impose a **condition** on your character such as Shaken, Injured, Exhausted, Angry, Lost, Hunted or Trapped. Each condition forces a **one die penalty** (remove one of your dice before you roll) on subsequent dice rolls until you remove the condition.

### INCAPACITATION

**Characters who receive 3 conditions are incapacitated** but only dead if the player consents.

### HELPING

If you can assist another character, you can give them a die from your pool. Narrate what your character does to assist. You **get your die back if the roll fails, but lose it if it succeeds**.

### REFRESHES

Refresh your pool back to three dice and remove conditions (with GM approval) by roleplaying a refresh scene with another character. Between sessions you receive an automatic refresh.

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