

## **Dumb Glasses**

**[0 points\*]**

These magical items are used for emergency transport by MiBs and other people tasked with dealing with the more terrifying manifestations of the supernatural. They resemble standard black sunglasses, with attached earplugs on cords. When worn, Dumb Glasses give the following advantage/disadvantages (assume 6- for all disadvantages with a self-control number): Absent Mindedness, Bad Sight (nearsighted), Clueless, Dyslexic, Hard of Hearing, Incurious, Innumerate, Killjoy, Non-Iconographic, Short Attention Span, Strong Will +3, and -4 to Perception. Also, in worlds where Unfazeable is a valid defense against things like the Great Old Ones, add both that disadvantage, and Indomitable.

Ideally -- even in the worlds of the Mythos -- a pair of Dumb Glasses can get somebody out of a horrific situation without too much trouble. He won't be able to see or hear anything except at very short range; will have incredible difficulty in keeping track of things beyond the immediate present; will be utterly incapable of understanding written language, iconography, or mathematics; and will be remarkably detached about the whole thing. In other

words, Dumb Glasses are protective devices, not cursed ones.

These items are typically designed to be easily enough removed; mostly, people worry about them falling off accidentally. In fact, the wearer himself could remove a pair of Dumb Glasses... if he wanted to. Many people wearing them instead choose to let the nice people in the black suits decide when the Dumb Glasses come off.

\*Strictly speaking, Dumb Glasses should have a negative point cost, but the whole thing's more of a quantifiable special effect than anything else.

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