



Equipment D6 / Drug: Sapho

Sapho

Sapho is an energizing liquid extracted from Ecaz plants. Although Sapho amplifies speculation and extrapolation, it subjects its user to unpredictable outbursts of emotion or long periods of passivity.

When the effect is over, the user becomes lethargic and lacks the drive or motivation to do anything for a few hours.

Model: Sapho Drug

Type: Consciousness Enhancing Drug

Availability: 3, X

Cost: 250 (per dose)

Game Effects:

For every dose taken the user's Knowledge is increased 1D with a maximum bonus of 3D. This bonus lasts 2D minutes. To achieve this effect though the user must make a Modertae stamina roll for each dose he takes, and is at -1d for each dose after the first (so -1d for 2nd dose, -2d for third, -3d for fourth etc) in a single day. If this roll does not succeed the desired effect is not granted. If a wild die of one is rolled, the user suffers a form of poisoning from the Sapho and is rendered unconscious for 10D minutes or until medical aid is delivered.

While under the effects of this drug, the user gains no bonuses to willpower and actually suffers -1D for every 1d granted to the rest of the Knowledge Attribute by the drug.

After each dose roll 2Dxnumber of times the user has taken the drug versus the user's willpower. If the user loses, they become addicted and cannot go more than three days without a 'fix'.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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