



Equipment D6 / Drug: StimPak

StimPak

Model: HattMark StimPak

Type: Stimulant

Cost: 250 credits

Availability: 2,X

Adds +1D to Dexterity, Strength, and Perception for two minutes(25 rounds).

After the effects wear off, the user takes one level of injury to his body, although instead of going to incapacitated, they become Wounded 3x, then Wounded 4x, etc.

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

All text and stats by Paul Hattrem,Set Anu-Bith, HTML and logos done by FreddyB

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