



# Equipment D20 / Drug: StimPak

StimPak

HattMark StimPak

Type: Stimulant

Cost: 250 credits

Adds +3 to Dexterity, Strength, and the Search, Spot, and Listen skills for two minutes(25 rounds). After the effects wear off, the user takes 1d6 vitality points of injury.

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

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