



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

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