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 motivaiton to do anything for a few hours.

Model: Sapho Drug
Type: Conciousness Enhancing Drug
Availability: 3, X
Cost: 250 (per dose)
Game Effects:
For every dose taken the user's Knowledge is icnreased 1D with a maximum bonus of 3D. This bonus lasts 2D minutes. to acheive this effect though the user msut make a Modertae stamina roll for each dose he takes, and is at -1d for each dose after the first (so -1d for 2nd does, -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 posoning from the Sapho and is rendered unconcious for 10D minutes or until medical aid is delivered.

While under the efefcts of this drug, the user gains no bnosuses to willpwoer and actualy suffers -1D
for eevry 1d granted to the rest of the Knowledge Attribute by the drug.

After each dose roll 2Dxnumber of times the user has taken the durg versus the user's willpower. If the
user lsoes, 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
All text and stats by Dave Maloney,Set Anu-Bith, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.