Equipment D20 / 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
Conciousness Enhancing Drug
Cost: 250 (per dose)

Game Effects:

For every dose taken the user's Intelligence is increased +1 with a maximum bonus of +3. This bonus lasts 2d6 minutes. To acheive this effect though the user must make a Moderate Constitution roll for each dose he takes, and is at -1 for each dose after the first (so -1 for 2nd does, -2 for third, -3 for fourth etc) in a single day.
If this roll does not succeed the desired effect is not granted. If a one is rolled, the user suffers a form of poisoning from the Sapho and is rendered unconcious for 1d6 x 10 minutes or until medical aid is delivered.

After each dose roll Will vs number of times the user has taken the durg x 2. If the user lsoes, they become addicted and cannot go more than three days without a 'fix'.

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