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.

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