

<b>SOCIAL</b>	Type	Application	Duration	Addict Mod/Type	Complexity/GP	Description
Blab	Biochem	Any	1 hour	—	Mod/R/2	Neural Damage: Logorrhea, −30 Deceive, −30 SAV/WIL Checks vs. interrogation.
Hither	Biochem	Any	8 hours	−10/Physical	Min/1	+10 seduction Provoke, Enhanced Behavior: Aroused (2).
Juice	Biochem	Any	1 hour	−20/Mental	Min/1	+30 SAV/WIL Checks vs. fear/negative emotions, Enhanced Emotion: Happy (3).
Nofux	Biochem	Any	8 hours	−10/Mental	Mod/2	+1 Moxie.
Stiff	Biochem	Any	8 hours	−10/Mental	Min/1	+10 SAV/WIL Checks vs. Persuade/Provoke, Enhanced Behavior: Stubborn (Level 2).
Tongzhi	Biochem	Any	12 hours	−10/Mental	Min/1	+10 Kinesics, +10 Persuade towards common interests, Enhanced Behavior: Cooperative (2).