

PSI DRUGS	Type	Application	Duration	Addict Mod/Type	Complexity/GP	Description
Inhibitor	Biochem	Any	6 hours	+20/Mental	Maj/3	–30 Psi, –20 WIL Check or lose psi abilities.
Psi-Opener	Biochem	Any	1 hour	–10/Mental	Rare/—	Effects of 1 specific psi-chi sleight. SV 1d6.
Psike-Out	Biochem	Any	8 hours	–10/Mental	Maj/R/3	+10 Psi skill.
Psi-Kick	Biochem	Any	1 hour	–10/Mental	Rare/—	Effects of 1 specific psi-gamma sleight. SV 1d6.