

RECREATIONAL						
	Type	Application	Duration	Addict Mod/Type	Complexity/GP	Description
Buzz	Biochem	Any	36 hours	—	Mod/R/2	Hallucinations, –30 suggestive SAV/WIL Checks.
Mono no Aware	Biochem	Any	8 hours	–10/Mental	Min/1	Meditative, +10 Art skills.
Orbital Hash	Biochem	Any	3 hours	—	Min/1	Ignore 1 trauma, –10 Know Tests/memory-related COG Checks.
TGS	Biochem	Any	3 hours	—	Mod/2	Ignore 1 trauma and 1 wound, +10 WIL check, Enhanced Emotion: Serene (2).