

CHEMICALS	Complexity/GP	Description
Atropine	Min/1	Antidote against nerve agents.
DMSO	Min/1	Carries other chemicals through the skin.
Liquid Thermite	Mod/R/2	Gel that burns, inflicting DV $3d10 + 10$ [26] per turn for 3 turns.
NotWater	Min/1	Liquid fire retardant that does not get things wet.
Scrapper's Gel	Min/1	Gel that burns, inflicting DV $2d10 + 5$ [16] per turn for 3 turns.
Slip	Min/1	Frictionless liquid. -30 to walk across/grab/grapple.
Tracker Dye	Min/1	Visible at other wavelengths.