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| 751T3M98-01 Behavioral Effect  **ANTAGONIZED**  *For the next 15 minutes, your character will treat every argument with hostility, whether verbally or through combat. Temporarily lose 5 INT.*  Temporary -5 INT | 641T3M37-02 Behavioral Effect  **BLEEDING**  *You are now bleeding. Lose 3 HP. If this brings you down to 0 health, you are now unconscious.*  -3 HP |
| 711T3M78-03 Behavioral Effect  **BLINDED**  For the next 15 minutes, you cannot perform any task that requires you to see. Temporarily lose -2 STR, -3 INT, and -1 SPD.  Temporary -2 STR -3 INT -1 SPD | 151T3M21-04 Behavioral Effect  **BROKEN**  One of your items (randomly chosen) becomes broken. It can be repaired for 4 INT or discarded.  Item broken; -4 INT to repair |
| 441T3M71-05 Behavioral Effect  **CONFUSED**  For the next 15 minutes, you are unable to perform any task that requires decision-making. Temporarily lose -4 SPD and lose -1 HP, due to hurting yourself in confusion.  -1 HP; temporary -4 SPD | 971T3M87-06 Behavioral Effect  **DAZZLED**  For the next 15 minutes, you cannot perform any task that requires you to see. Temporarily lose -2 STR, -3 INT, and -1 SPD.  Temporary -2 STR -3 INT -1 SPD |
| 351T3M69-07 Behavioral Effect  **DEAFENED**  For the next 15 minutes, you cannot perform any task that requires you to listen. Other characters can only communicate with you through mime. Temporarily lose -2 STR, -3 INT, and -1 SPD.  Temporary -2 STR -3 INT -1 SPD | 421T3M99-08 Behavioral Effect  **DISABLED**  For the next 15 minutes, your HP temporarily reduces to 0 HP, but you are not unconscious and still able to move…. slowly. Temporary -5 to SPD and -3 STR as well.  Temporary 0 HP -3 STR -5 SPD |
| 121T3M57-09 Behavioral Effect  **DYING**  You’ve been stabbed. Your HP reduces to 0 HP, but you are not unconscious and still able to move…. slowly. Temporary -5 to SPD and -3 STR as well. You need to be healed in the next 30 minutes.  Reduced to 0 HP, temporary -3 STR -5 SPD | 731T3M09-10 Behavioral Effect  **DRAINED ENERGY**  You feel weak. For the next 15 minutes, your STR is reduced to 0. And -5 to SPD  Temporary STR reduced to 0 -5 SPD |
| 671T3M53-11 Behavioral Effect  **ENTANGLED**  The computer immobilizes you. For the next 15 minutes, you cannot move from the spot you are standing. Your SPD temporarily reduces to 0.  Temporary 0 SPD | 601T3M54-12 Behavioral Effect  **EXHAUSTED**  realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 321T3M18-13 Behavioral Effect  **FASCINATED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 701T3M25-14 Behavioral Effect  **FATIGUED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 441T3M19-15 Behavioral Effect  **INCORPOREAL**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 481T3M85-16 Behavioral Effect  **NAUSEATED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 871T3M51-17 Behavioral Effect  **PANICKED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 511T3M31-18 Behavioral Effect  **PARALYZED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 051T3M69-19 Behavioral Effect  **PETRIFIED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 381T3M78-20 Behavioral Effect  **PINNED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 571T3M26-21 Behavioral Effect  **SINKING**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 761T3M04-22 Behavioral Effect  **STUNNED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 051T3M69-23 Behavioral Effect  **UNCONSCIOUS**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 991T3M06-24 Gadget  **PROTONIC GRAVISTABLER**  Gun contains the ability to bestow powers. Aim at a player and gain copies of all their ability cards. Breaks after one use.  O  *Cross off a circle per each use.* |
| 751T3M47-25 Behavioral Effect  **POWER SENSOR**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 391T3M32-26 Behavioral Effect  **ACID GENERATOR**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 751T3M89-27 Behavioral Effect  **DUPLICATRON**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 671T3M04-28 Behavioral Effect  **INVISIBILITY**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 011T3M45-29 Gadget  **STATIC WARP ACCELERATOR**  A gadget that contains a dial with two settings, 0 and 1. Breaks after 3 uses.  O O O  *Cross off a circle per each use.* | 651T3M69-30 Gadget  **OCULAR NAVIGATOR**  A gadget that allows you to see objects at far or short distances with extreme detail. Increases perception in most cases. |
| 731T3M28-31 Gadget  **ETHEREAL BROADCASTER**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 431T3M88-32 Gadget  **PSYCHOMETER**  realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 521T3M93-33 Gadget  **DIFFERENT DIMENSION REINCARNATOR**  realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 091T3M06-34 Behavioral Effect  **DISINTEGRATED**  You start to feel a strange sensation, suddenly realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 341T3M39-35 Gadget  **TALON ULTRA MESMERIZER**  realizing that plans aren’t quite going as you want them to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* | 681T3M61-36 Behavioral Effect  **PHYLLOMANIC ENHANCER**  hem to. The computer notices this weakness of yours and prompts you to stand up against all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |
| 081T3M72-37 Behavioral Effect  **FPV AXIAL CODEC**  flight. realizing that plans aren’t quite going as you want them to. The computer notices thisagainst all who stand in your way.  *For the next 15 minutes, your character will treat every argument with hostility, whether verbal or physical (combat).* |  |